No.1 FOR PLAYSTATION 2®

PSM2

NEW GAMES!

WWE SMACKDOWN!

T'PAU! See Shut Your Mouth get ripped apart inside!

DEVIL MAY CRY 2

JUDAS PRIEST! We're first in the world with new shots!

THE THING

DIRE STRAITS! Big review of PS2's first trust-em-up!

GUNGRAVE

GEORGE BENSON! Get our verdict on Japan's No.1 game!

PSM2 DOES IT AGAIN!

grand theft auto vice city

EXCLUSIVE FIRST LOOK! Be first to get the full lowdown in our 10-page blowout!

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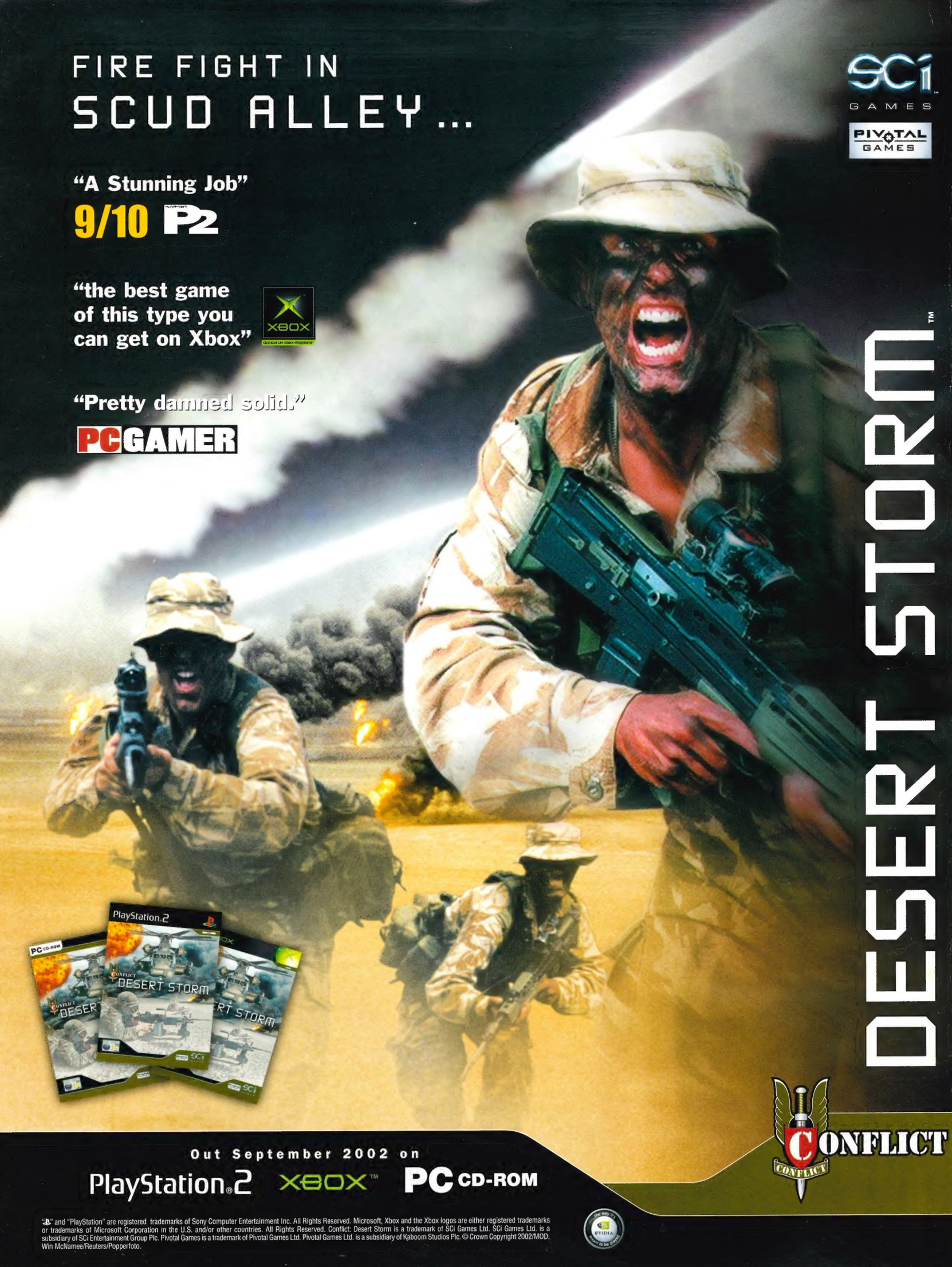

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WELCOME TO PSM2

THIS MONTH IT SEEMS WE'VE MOSTLY BEEN ANNOYING PEOPLE – ON YOUR BEHALF. HAPPY NOW?

For a start we've been telling the truth when it comes to reviewing certain games and frustrating the suited types that market those titles with our refreshing honesty. Joel'll tell you all about it on pg60 – but remember: we're the magazine that won't sell our ass (or yours) for an exclusive review.

It also seems we've been putting the wind up lesser mags (watch them bite, watch them gob bile in retaliation...) and look set to infuriate their poor reader by bagging the exclusive first look at *Grand Theft Auto: Vice City* just for you, the intelligent – and, may we say, roguishly good looking – PSM2 fan.

We've been annoying everyone else in our office by playing games 'Longer, Harder, Faster' and generally being better at them, caring more about them and being more committed to bringing you every gory detail about them than any other PlayStation 2 magazine in existence. (Yes, especially THAT one...)

Joel's been upsetting people by listening to his Best of the '80s CD. Dan G has been annoying people by shouting a lot and belching. Dan D – as usual – has been living it large all over the world in the interests of a good screenshot and a well-written paragraph. And Milf? Well, Milf is just Milf...

And we could be more annoying. We could annoy a respected games industry PR exec by telling you how he got so woozy on booze fumes that he had to be taken back to his hotel in a wheelchair. But we won't. How annoying.

THE PSM2 TEAM

GTA: VICE CITY

More than 'just' a sequel – it's the yuppie-snuffing answer to your most violent dreams. Find out why...

PSM2 COVER GAME! PG24

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2 DVD 27

Fool DVDs think they're rolling, but we line 'em all up and knock 'em down like we're bowling. The PSM2 DVD is dope like soap on a rope. Babooshka!

SMACKDOWN! SHUT YOUR MOUTH

No! Shut YOUR mouth. The PSM2 DVD really does feature in-game action of the next *Smackdown!*, allowing you to appraise the action for yourself without the Rock breathing down your neck and threatening to put something up your 'candy ass'...

Other DVDs may try and copy our mix of scoops, features, hands-on footage and behind-the-scenes illegal-o-cam. But they can't compete with the sheer quality and time-filling quantity of PSM2 – the biggest and best PS2 DVD there is.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ▶) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...

While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

BURNOUT 2: No other mag brings you as much footage - plus an exclusive developer interview too.

EYE TOY:
See and hear the developers speak.

MINORITY REPORT:
Film spin-off spins on to PSM2 DVD.

TRUE CRIME:
Future smash hits - see 'em first on PSM2.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

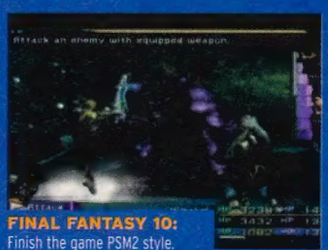
All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.



FINAL FANTASY 10:
Finish the game PSM2 style.

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random. PLUS: Bonus *Mat Hoffman* doc. Look...

THE THING:
John Carpenter empties his ravaged brain on DVD.

SHINOBI:
See more, learn more and enjoy more *Shinobi* only with PSM2.

LAST MONTH...

DVD 25 featured a secret Developer Interview for *Prisoner of War*. Go to Reviews, then Absolute PS2, highlight a top row letter then press ↑. Bob's your aunty.

PLAYSTATION 2 MAGAZINE

PSM2

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PLAYING PS2 LONGER, HARDER, FASTER

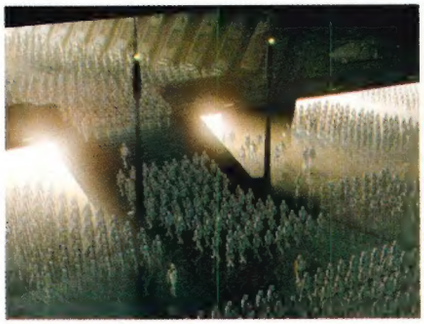
コンテンツ

PSM2 FIRST SHOTS, FIRST DETAILS, FIRST LOVE PG24

EXCLUSIVE FIRST LOOK!

GTA: VICE CITY

We've been building up to this for months. Planning, scheming, fielding the darkest suggestions from your sordid brains. And now it's finally here laid across ten pages. It's a crime to show you so much so soon, but hey, breakin' the law's what it's all about. Our so-called rivals must be fuming. Pg24 right now.



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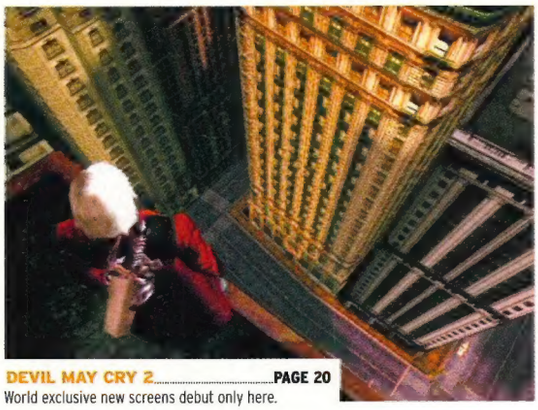

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WE RECOMMEND YOU GO HERE FIRST...

4 ON YOUR DVD
If you're keen, you've already seen this month's awesome DVD. If not, go here now and check out what you've got to watch when you get home...

8 LETTERS
Find out what *real* PS2 gamers are talking about.

12 ACCELERATOR
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LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
www.game.uk.com

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

THE VOICE OF CHOICE

"I FEEL THESE SCORES ARE A FAIR JUDGE OF THE GAMES ON AN OVERALL LEVEL, BUT DO NOT REFLECT THE DIFFERENT ASPECTS OF THESE SCHIZO GAMES"

DON'T YOU (FORGET ABOUT ME)

Your reviews' overall score is usually the extra shunt to help me decide a new purchase. But I figure it would help if the verdict included a rating for the specific aspect of the game I was interested in – the multiplayer. So my question is, why don't you score this part of the game? Sometimes I buy a game purely for the multiplayer aspect.

For example, *TimeSplitters* scored an 86 and *Half-Life* 90. I feel these scores are a fair judge of the games on an overall level, but do not reflect the different aspects of these schizo games. I would give *TimeSplitters* 79 for Solo Play and 88 for Multiplay (for obvious reasons). *Half-Life* would get 90 for Solo Play (what a story!) and 70 for Multiplay (only two players, no team fortress, no options). And, as a further example, *Final Fantasy 10* would get 90 for Solo Play, and N/A for Multiplay (I don't think sharing lives and switching pads qualifies as multiplayer). These aren't scores I've thought through, but you get the general idea – Solo and Multiplayer scores.

Adam
Cheshire

Good idea, Adam, but our overall score takes into account all the features of a game. In our final summing up for *TimeSplitters* way back in 'Nam (issue #4), we said: "Should you buy *'Splitters* on launch day? If you've got three friends and you're prepared to shell out a bit of extra cash on a MultiTap – yes." It's one to think about, though...

This is your chance to air your views on the hot potato of the moment: What would *you* like to see in *GTA4*. And, *please*, have *some* morality.

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

BORDERLINE

Dear PSM2
You know, I only gave some thought to the borders in *FF10* after reading Dave Cunnah's letter in PSM2 #25.

I was too absorbed in the game to have cared and I didn't pay a blind bit of notice to them in the end. It must be because Squaresoft are so good at making RPGs...

Phil T
Via email

What if you're a gamer with a small TV though, Phil?

PUSH IT

Dear PSM2
Some people think new, original game genres will keep the games industry fresh and alive in the future. I disagree. Of course developers should be encouraged to use originality, but within successful genres.

Two years ago some people decided to create a bunch of disfigured, miss-shapen (ie, original) characters that knew how to use guns. The game was an FPS, but with an original feature – funny characters.

Two years later, everyone wants the sequel. *TimeSplitters* was original, as was *Herdy Gerdy* – but if you compare sales figures you'll see my point. It takes quality programming as well, but originality can work. Now if only 3DO took a trip to Free Radical...

Stephen Payne
Romsey

Some good points, Stephen. We get quite despondent about the amount of lame 'third person action adventures' that get sent our way. Fresh ideas are what'll drive PS2 forward – although, as you so rightly point out, you don't have to rip up the rulebook to be innovative. Evolution's more important than revolution...

WATCH THE GERDY: Proof that innovative ideas - if not implemented well - are pointless.

WRITE TO PSM2 WITH: YOUR THOUGHTS ON THE ISSUE... YOUR HOPES FOR THE PS2 HDD... PROVOCATIVE QUESTIONS...

TAINTED LOVE

Dear PSM2
Having had my PS2 since 1st December 2001 (ah, that blessed day...) I have been reading your mag and I'd like to say, like most of your letters, it's grrreat!

But wait, don't discard this one. This isn't like your other letters – this is a *good* one with *good* points. As I said above, I've been reading your mag since my PS2 entered into my life and I've always trusted in your choice of games, buying *SSX Tricky*, *GT3* and *Pro Evo Soccer*.

But there comes a time when even the greatest minds tumble – and your time came with *Medal of Honor*. What?! You guys got something going on with those Nazi fellas or something? Sure, 89% is an ace score, no doubt about it. But 1% below a 'must have' score seems a bit personal. Even if it does get repetitive, it rules. *MGS2* gets repetitive and you awarded it 96%.

Medal of Honor should be up there with *SSX* and *GTA3* as one of the all-time greats. I mean no game other than *FF7* has stirred the nation like *MOH* has – not even *MGS2*. I'm still playing it over and over again. The first level is no doubt the finest level of any game ever created. This level alone deserves a 95%, surely?

Richard Hepburn
Moray

There's only one person who can respond to this with absolute authority: Joel, PSM2's esteemed Editor of Reviews. Listen – he's about to address the nation...

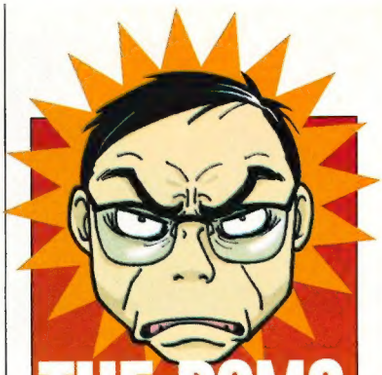
"That first level? What, the one where all the soldier deaths – apart from the Nazis, natch – are preset? It's atmospheric, sure, but compare it to the scenes in *Half-Life* where you can earn much needed supplies by protecting scientists from the Black Mesa hit teams. The tension's upped immeasurably by the control of your own destiny.

"A 90% game in PSM2's got to be near-flawless, and although *Medal of Honor* is phenomenal in places, it's lazy enough in others to prevent a higher score. I mean, what about that roadblock level? Come on."

DON'T NEED A GUN

Dear PSM2
I guess for about as long as there's been gaming consoles there have been plastic guns and average gun games sold alongside them. I remember some really positive reviews about the PSone arcade shooter *Time Crisis*, but I cannot agree with the score it received: you can finish the game in 15 minutes.

Now lightgun games have moved over to PS2 and we already have a handful of games compatible with the 'pixel-perfect accurate' G-Con 2. *Time*



THE PSM2 RAGE GAUGE

TRUST US: A REAL EMAIL

Dear PSM2
u have a great mag and all that shite, but straight to the point I had Matt hoffman pro bmx for the psone and i tought i was class so i was looking forward to the ps2 game and it was meant to be out in feb of 2002 then it got delayed to March then july then August and now it wouldn't be out till the 13th of Sept. Now I am very pissed of and want to know where the activision office is so I can beat that f*cking game out of then.

oh yeah and if PES2 is not out in october like u said it is u will as have died and i know where u work 30 monmouth st, Bath BA1 2BW

Tommy Fennell, Gorey, Ireland

CRISIS RIGHT:
Time Crisis 2 = OK, *Dino Stalker* = just above average – Norway needs a truly inventive lightgun game. Are you listening, developers? Deliver it...

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

WORDS
Why does your PS2 say Test on the front and not PS2?
Gareth Collier
Via email
Because it's a test machine. It plays pre-production games, see?

LIES
I've heard people saying that PS2 is going to be discontinued in February 2002. Is this true?
Tom Rice, via email
No it's not. It's September 2002 now.

LUST
On your new DVD you have a Drum 'n' Bass track on the intro. What is the name of it, as I want it?
Constantin (Kiockstar)
Via email
It's the PSM2 theme, written exclusively for us. It's currently not available in any record store.

EARS
How do I get Dolby?
Simon James
Via email
You need a surround sound system plugged into your TV.

Crisis 2 got the best score of the lot in PSM2. I liked *Vampire Night* better – at least it has replay value.

But now to the big point: *Metal Gear Solid 2* did it for the adventure game, *Grand Theft Auto 3* definitely did it for the action genre. But when will a lightgun shoot-em-up innovate like these have, in a refreshing new way? *Dino Stalker* looks cool and inventive, but what would it be like with, say, an i-Link deathmatch?

In this age of technology, anything is possible and I want to see game companies take full advantage of that. I want gamers to look forward to a lightgun game as they have done with *MGS2* and *FF10*. I want to be able to think of a new lightgun game as a good investment.
Erlend S Palm
Norway

God kveld, Erlend. We can sense your suffering here. Your i-Link deathmatch idea is one that's had Joel and Dan running through the possibilities. A *Police 24/7* head-to-head where you have to dodge the other's bullets while a Matrix-style slowmo blurs the screen? Sounds like a good idea to us.

We predict that lightgun games are going to be affected by Sony's EyeToy technology in the future, though. Imagine shooting a pistol, then cracking it over the skull of an enemy in hand-to-hand combat.

WALK THIS WAY

Dear PSM2
What would you rather do – online gaming or portable gaming?

I, for one, would choose portable gaming, as you can play on a journey, take it on holiday, move it from room to room and the like. The possibilities are endless.

So why have Sony only focussed on building a very expensive online network that not many gamers want? A portable gaming console to compliment PS2 is clearly the answer.

Just imagine that you're on a marathon session of *TimeSplitters 2* but you've got to get to work – so you download Ice Station and Scrapyard maps to practise on the bus. If someone else had one, you could link up and play a two-player deathmatch. What about *Pro Evo* handheld or *MGS2* portable? The possibilities for minigame downloads is a mouth-watering prospect.

I know you're going to say the Game Boy Advance does all that, but remember that it's in a market of just one, so it can't lose. I'm sure if Sony dipped their fingers in the portable gaming market they'd create a graphically superior, better-looking handheld console with a screen on which you can actually see the game!
Ashley Murfin
Leeds

This'll all happen when we're flying through the neon-lit tunnels of Neo London in our personal minijet cabs, right? Seriously, Sony really should haul their cool corporate ass out of the living room and into the streets – we'd *love* to see a PS-branded handheld system. A sleek, chrome thing – we'd pay more for it – with a backlit screen? Lovely.

THE RIDDLE

Dear PSM2
I'd been waiting anxiously for issue #24. I went round to the local newsagents, found it, and took it to the checkout. But the damn shop assistant said: "Can I ask you what age you are?"

If your mag and DVD is so great (which it is), then why the hell do younger children and teenagers have to be deprived of it, huh? Where's the logic in that?

I mean, it's not like it contains any swear words that people under 15 aren't going to pick up from their parents, or any nudity at all. Violence? Please. Just because a kid plays *GTA3* doesn't mean he/she is going to run out killing and mugging people. And even if they were there's no reason that anyone over 15 is not going to do things like that anyway,

And the moral of this story? The best things come to those who wait. Yeah, right!
David Boyle
Via email

Yes. No. Er. Yes. Er... Christ, we're confused now. What was your point, David? Oh yeah, the DVD is rated 15 because if you're 14yrs 11mths old, the excitement might kill you stone dead. We always carry footage that legally has to be rated 15.

GET DOWN ON IT

Dear PSM2
I just wanted to say that your mag is cool and easily the best on the market – the DVD is cool. Maybe one day the whole mag will go on DVD, perhaps?

Right, so where are we with this bloody BOREDband? I'm getting fed up hearing all the rubbish about how UK broadband is not going to happen for PS2. Who told Sony we're not interested? I didn't – did you?

In your most recent article on it, you say "If Sony decides..." Well, how do they decide? Who do they consult? How can Sony get broadband going in the US and Japan and leave us twisting in the wind for no apparent reason other then a hunch? It just doesn't make sense! Broadband is going to revolutionise home entertainment and communication, the possibilities are huge, not just for PS2 – but I'm sure you know all that.

"IMAGINE YOU'RE ON A MARATHON SESSION OF 'SPLITTERS 2 – AND YOU DOWNLOAD ICE STATION TO PRACTISE ON THE BUS"

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

PSM2 DEFINING MOMENT

#27: SOUND COMES GOOD

Your guide to this month's key event finds a new home here in Letters. Prepare for that spark of genius that can only be PS2...

Jonathan Bryant, yesterday

JOEL'S RANT ABOUT GAME MUSIC LAST ISSUE SEEMS TO HAVE DONE SOME GOOD...

Stumping up the cash for a big name soundtrack doesn't always guarantee you instant cool. *Mat Hoffman's* trashy thrashy ear-bothering is a case in point. As is the nu-metal grind on *Freekstyle*. Even the happenin' whack of bassline on *Stuntman* really does get *to* you, rather than just get you.

So what's changing?

Well, we've experienced three games this month that use the power of music to truly move, with sounds that accentuate the on-screen action perfectly. And one of them is – get this – an *extreme* sports title. *Kelly Slater's Pro Surfer* (you know, the stablemate of *Tony Hawk* and *Mat Hoffman*). It's all hippy shop Earth Music, but it proves you don't need a pierced bald man in shorts gobbing his bile through your TV speakers in order to capture the atmosphere of the realworld sport.

What are the other two, then?

Well, a similar thing's been done before (in *SSX*), but the way the music in *Burnout 2* cranks up once you unleash a burnout truly sucks you into the action. And then of course there's the inspired '80s soundtrack to *GTA: Vice City*. Grandmaster Flash meets Judas Priest? Pump up the volume...

Send in the moments you think define the PlayStation 2 experience and we'll print up the best in the mag...

It just winds me up when a big turkey appears at the start of your article (no hard feelings, though). Where has all the negativity towards broadband come from? I mean, I've got an expansion bay in my PS2 filling up with dust...

Kieran
Via email

We know how frustrating it is Kieran – which is why we ran the feature in issue #25. As we pointed out then, it's a vicious circle: you need games to make online gaming possible – but who's going to invest time and money in online features if only a handful of people are online? We just need Sony to clear up the when, how and how much, and that's where the biggest frustration lies at the moment. No news is good news, right? Er, possibly very wrong.

PEOPLE HOLD ON

Dear PSM2

As usual, I lovingly opened my PSM2 (issue #25), slipped the DVD in my PS2 and settled down for a good read. I spotted your feature about how Sony's broadband scheme may go into a slump and personally, I don't think it's possible.

Since Sony have been in the Internet and Electronics industries for years they'll use their knowhow from past experiences to prevent any kind of crisis from happening in the Games industry.

Also, in response to 'Mr Stu's' 'Friendless Geek' Star Letter (PSM2 #25), even if you are such a thing, you don't need online games like *Auto Modellista* and *SOCOM* to survive. But if you do get a broadband connection, then spend ages getting the second line installed and choosing an ISP that's working with Sony, it will cost too much.

CEL ON WHEELS: *Modellista'll* have online features in Japan. But in the UK? What do you think?

DON'T WRITE TO PSM2 WITH: WORRIES ABOUT HOW MUCH BETTER THAN PS2 SOME OTHER CONSOLE COULD BE...

Sony should lower prices to a cheaper one, such as AOL broadband's £16.99 a month, and they'll succeed in the online videogames market. Xbox and Gamecube will be knocked out of the running and PS2 will live up to its great name even more.

Jono
Via email

Kieran and your good self should get together, Jono. You'd then create a balance and there'd be harmony in the world again.

DON'T LEAVE ME THIS WAY

Dear PSM2

Aliens: Colonial Marines and *The Getaway* – come on, those aren't really in-game shots are they? Surely this is 'conceptual art' crap that gets passed off to create interest. What's your honest opinion on them, based on what you've seen so far?

Ross Sillifant
Devon

From what we've seen so far, *The Getaway* might fail to live up to our expectations – if you're anticipating something with the freedom of *GTA3*, that is. It seems to be pretty linear, as far as we can see. *Aliens: Colonial Marines* (which has already been put back to 11th November) captures the atmosphere of the second movie perfectly. Is that honest enough for you?

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

GTA: Vice City
Broadband
Online gaming
Game originality
PSM2 DVD

PLAYSTATION 2 MAGAZINE
PSM2

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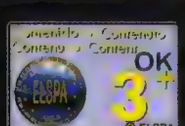

PlayStation 2 XBOX GAME BOY ADVANCE NINTENDO GAMECUBE TIREYTIRCH

ACTIVISION O2 SPORTS REVOLUTION

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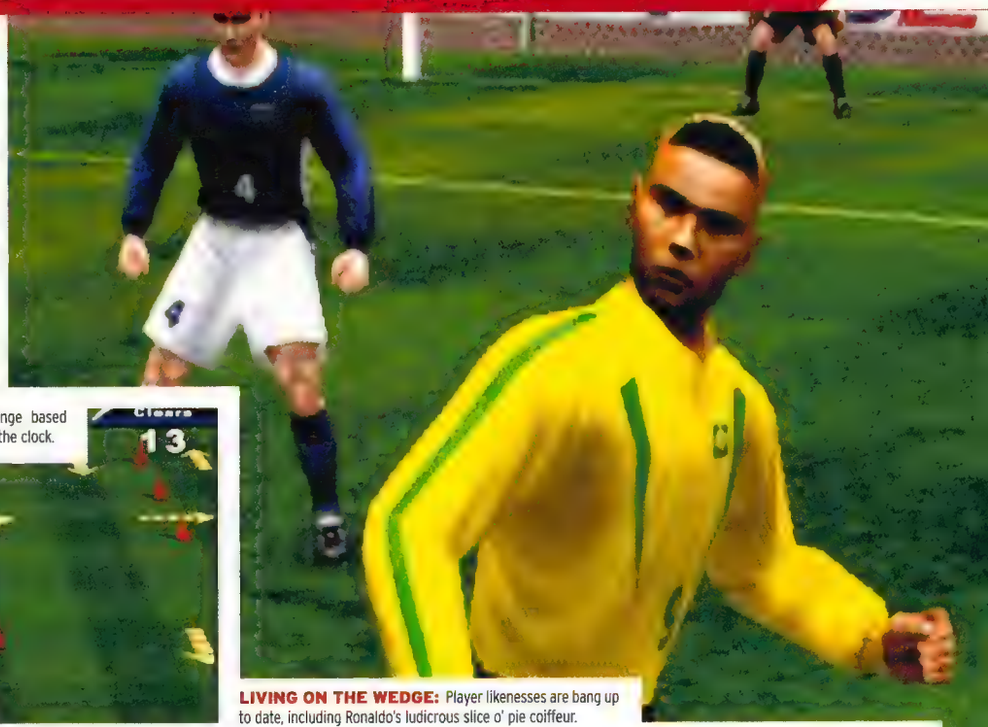
WALL IN GOOD TIME: Now you can move players from within the wall, and press ◻ to charge the striker down.

CONE OF ARC: The challenge based training mode pits your skills against the clock.



LIVING ON THE WEDGE: Player likenesses are bang up to date, including Ronaldo's ludicrous slice o' pie coiffeur.

>WORLD EXCLUSIVE! ワールド

IT'S ALL KICKING OFF

Konami strike back with *Pro Evo 2* – the most anticipated footy game in history. World exclusive shots and searing developer chin wag.

Having trumped the opposition with first details of *FIFA 2003*, PSM2 can proudly unveil *Pro Evolution Soccer 2* – stirring a captivating duel for footy supremacy. As readers will be aware, this is the UK version of *Winning Eleven 6*, which scored 93% in PSM2 #24. KCETokyo have spent the last six months listening to Japanese gamers' feedback, ensuring the UK version is the definitive article.

Superficially, *Pro Evo 2*'s remarkably similar to its forbear – less a revolutionary overhaul, than a sublime iteration. Every little niggle has been caressed to provide a seamless, immersive experience. The ball bobbles with greater accuracy, long passes can be flighted with geometric precision, and it's much easier to score with headers. Key players exert a much greater influence – in accordance with their attributes – while goalies now react with greater unpredictability, charging off their line and punching shots over the bar.

Mercifully, commentary's provided by ITV's Peter Brackley and BBC stalwart Trevor Brooking. While far from perfect – Trevor keeps sighing like Alan Partridge – it marks a great improvement over the dark days of Chris 'robot' James and Terry 'Terry' Butcher. We're particularly taken with Peter's pre-match assertion that, 'the sun is poking mischievously through the clouds'. You can select partisan commentary and raise the level of crowd hostility. Derby matches are simply electric.

Player dimensions have been refined – so Scholes is noticeably compact, while Ferdinand's tall and rangy. These proportions bear direct relevance to gameplay – so if Juninho charges into Sol Campbell, he'll teeter back on his heels. Other new animations include last-ditch touch line slides, and shirt-tugging shoulder barges. Unlike *Pro Evo*, the time taken to control the ball hinges on the

"EVERY LITTLE NIGGLE'S BEEN CARESSED TO PROVIDE A SEAMLESS, IMMERSIVE EXPERIENCE"

"YOU'RE LOOKING AT THE MOST CONSUMING FOOTY GAME TO DATE"

STAT'S ENTERTAINMENT: Player attributes are more refined than ever, so it pays to get the ball to your playmaker.

BLOCK AND GOAD: Shooting feels familiar, but weaker defenders are far more prone to stumble or make mistakes.

quality of the pass, while players exhibit smarter off-the-ball movement – World Champions Brazil dance around like agitated night flies.

Add a three-tier Master League – with transfer windows, wages, and retirements – a challenge-based Training mode, and a revamped Edit mode, and you're looking at the most consuming footy game to date. Stretch those hamstrings for a November release.

PSM2 RECKONS *Once you've sampled this, there'll be no going back. The Training challenges are surprisingly diverting, while the revised Master League ensures solo-player depth.* FIFA 2003 *might be moving in the right direction, but Konami's game has long since broken into a sprint. Full faff-free comparison next issue.*

THICK AND FIN: Becks' new barnet looks a little weird, but, honestly, it's a miracle they're even trying to keep up.

TURF, WIND AND FIRE: In addition to three new stadia, there'll be dynamic rain effects and fireworks.

KCET SPEAK!

KCETokyo's 'Seabass' Takatsuka reveals the major additions to *Pro Evo 2*, and why the team are still 70% away from their vision of perfection...

What are the major additions to *PES2*?
We've renewed all the animation data using our new motion capture studio and in the process have added many new moves for the players. Also, the Master League has been enhanced a lot.

What were the main aims for the new game?
We were trying to implement the realism of the sport.

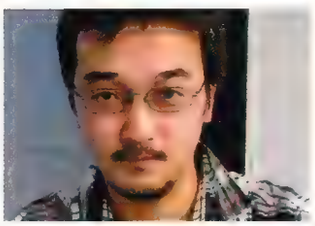
The speed of play in this version is considerably faster than before – does this open up new gameplay elements?
It means the game can be played without too much stress! It also makes the gameplay more aggressive, especially in terms of attacking.

The faster gameplay has made the multiplayer mode much more fluid and fun. Is it an important aspect of the game to you?
We regard *Pro Evo 2*'s main asset as its strong multiplayer element. This concept remains integral to the experience and will not change in the future.

How many people were involved in creating *Winning Eleven 6*?
About 60 staff in total

Do specific players still enjoy particular skills?
Beckham and Roberto Carlos have their individual free kick motions. Also, when Robbie Keane scores a goal, he has his 'Gun' celebration. For normal players, it differs according to their skills.

For the last game, you embarked on a world-wide football tour. Did you do the same for *Winning Eleven 6*?



BASS TO THE FUTURE: Our man 'Seabass' envisages an on-line future for *Pro Evo*.

The World Cup was in Japan so, naturally, we got tickets to see some of the matches. We think that watching games is the best way for research. Nevertheless, we think that we have a long way to go, in order to reproduce everything we see.

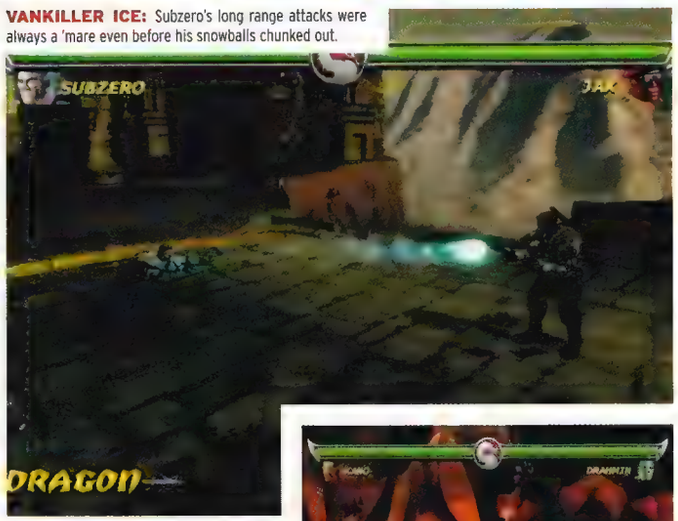
How many people were involved in creating *Winning Eleven 6*?
About 60 in total.

Do the KCET team play football? Is there a KCET team?
Some were playing on different teams, but we are planning to create KCET team. We're looking forward to it.

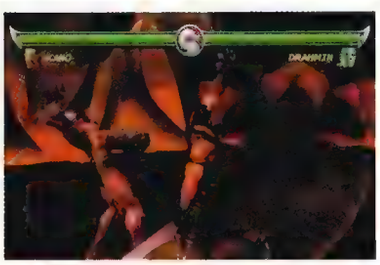
***PES2* is recognised as the most accomplished football game to date. Where do you take the series from here?**
One of our goals is to make each individual player as unique as possible. Also, we want to provide freeness to the game's players. Lastly, we're also considering online elements. Only 30% of what we hope to achieve has been accompl shed so far, so there's still a lot of work to do!

KNIFE INSURANCE: Weapons are one of the three styles of combat as Li Mei demonstrates here with her Sai.

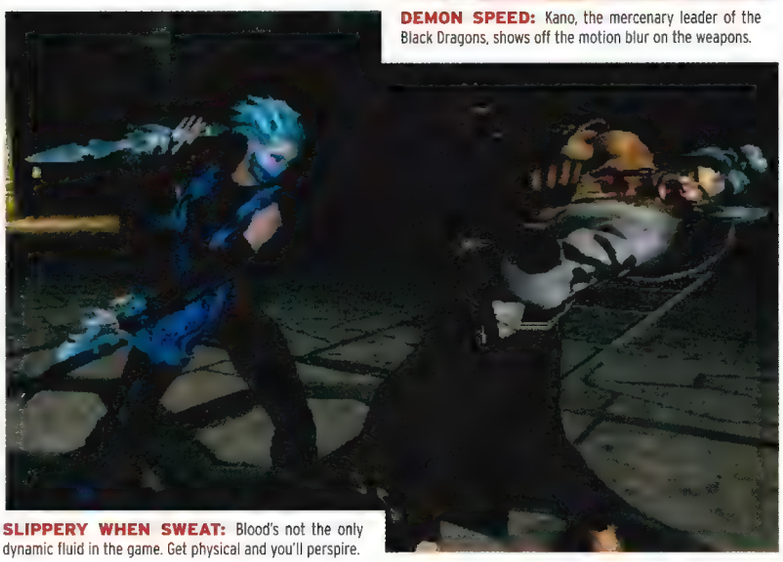
INSECTI-FRIED: Old skooler Scorpion gets a lethal hot-foot from Jax's Jalfrezi special attack.



VANKILLER ICE: Subzero's long range attacks were always a 'mare even before his snowballs chunked out.



DEMON SPEED: Kano, the mercenary leader of the Black Dragons, shows off the motion blur on the weapons.



SLIPPERY WHEN SWEAT: Blood's not the only dynamic fluid in the game. Get physical and you'll perspire.

›PSM2 UPDATE フハヲヌ

WHERE'S YOUR HEAD AT?

Mortal Kombat – history's goriest game – returns with added sweat, bones, destructible scenery and – argh! – decent gameplay. PSM2 goes hands-on.

Bruised, broken, bewildered... and that's just us. Jet-lagged beyond comprehension, PSM2 was delighted to go hands-on with *Mortal Kombat: Deadly Alliance* at Midway's recent Gamers Day in Las Vegas. With temperatures of 110°F outside, Midway responded by turning up the heat in the field of 3D beat-em-ups. Remember those gruesome fatalities from the days of the Mega Drive? You ain't seen nothing yet.

Visually, everything's peachy – easily a rival for *VF4* or *Soul Calibur 2*. There's a 'dynamic' – eep – cloth system, so capes flap in the breeze, hair rustles and clothes rip as the fight progresses. Midway also claim that the fighters sweat as the bout accelerates, though we didn't see any evidence of this in the 60% code. One thing's for sure – the game's bloodier than a butcher's apron. Fighter's faces clot with claret, leaving permanent streaks on the scenery floor. At the end of one particularly vicious fight, the arena was splattershot like a Jackson Pollock canvas.

Combat's unfussy, played in full 3D, using the symbol buttons to attack and R2 to block. In a refreshing twist, fighters can change style mid-fight, creating a variety of combo variations. By tapping L1, for instance, you could morph a karate kick into a stick attack, hitting L1 to finish with a devastating Nan Chan fist strike. Each fighter uses three unique styles – including one weapon-based system. You can perform swift reversals, and specials – like Scorpion's infamous 'Get Over Here!' snake harpoon – by pressing R1 with various D-pad directions. With practice, fights flow in a syncopated block-flurry rhythm akin to Crouching Tiger, Hidden Dragon.

"WE WERE SHOWN A BRIEF VIDEO OF JAX STAMPING ON A FOE'S HEAD"

There're 20 characters, plus secrets, including returning faves Sonya, Jonny Cage, Raiden and Kang. Scenery's destructible, with statues teetering on impact before finally shattering. In addition to the standard Arcade and Versus modes, there's a Konquest option – where players earn kurrency (ooch) by completing challenges, which can be traded for weapons and clothing.

Fatalities? We were shown a brief video of Jax stamping on a foe's head – which promptly exploded like a milkshake carton – and Sub Zero noisily removing Scorpion's skeleton, after thrusting an arm through his spine. The Americans went bananas, while PSM2 collapsed dreaming of button combos, babalities and – worryingly – Goro.

PSM2 RECKONS *Hopes were low, but MK: DA hits high – instantly playable, edifyingly brutal and surprisingly innovative. The mid-battle style-switching really freshens the gameplay. With greater balance – Scorpion's stupidly hard – this could be PS2's ultimate 3D scrapper. Full gut-grating preview, soon.*

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

Right, let's put those *Halo*-killer rumours to bed. Criterion *are* working on an FPS, though its format is yet to be officially established. Intriguingly, it won't be their next project after *Burnout 2* – the studio have another driving game in the works, which places the emphasis on shortcuts. We're expecting a free-form city racer in the vague style of *GTA3* – but you didn't read it here, right? Interestingly, Criterion *do* seem to think that Xbox killer-app *Halo* is possible on PS2 – and judging by their efforts on *Burnout 2*, we're inclined to agree. How hi-res?

RELIABILITY.....8/10

PSM2 RECKONS *Personally, we think Criterion are stalling to see how* TimeSplitters 2 *fares commercially – and are possibly waiting for a concrete PS2 online announcement. Criterion are shrewd, and won't bosh out a generic FPS unless they've got a genuine angle.*

Oh dear, this just won't die will it? Sources within Sony have revealed that Lost Boys are working on – wait for it – an FPS vaguely resembling *Halo*. The game's been kept very hush-hush, but reportedly looks stunning and is set for an E3 2003 unveiling. According to the website, an exclusive PS2-only deal was signed with SCEE for a 'mystery' game back on 31st August 2000, stating that work on the game engine had begun several months earlier.

RELIABILITY.....8/10

PSM2 RECKONS *Sounds like a dozy – of course Sony would have a decent FPS in the works to counter the impending lure of* Halo 2. *And Sony's recent first party fare has been outstanding. We were dazzled by* Ratchet and Clank, *but, er, don't mention* The Getaway.

No sooner has the ink dried on the instruction manual, than Computer Artworks begin work on a sequel to trust-based action adventure *The Thing* – reviewed on pg62. Allegedly, some of the team thought aspects of the – admittedly great – original needed tightening. What next? The Thing runs loose in a densely populated city? Well, we can but dream... and fear for our lives.

RELIABILITY.....9/10

PSM2 RECKONS *The game is in development, but we're not sure whether it'll still be published by Vivendi. As brilliant as the* The Thing *is, we're worried the game mightn't sell so well, as the film is almost 20 years old. We're praying the game's quality will speak for itself. Buy it, and prove us wrong.*

Since news of Sony's UK online network went deathly silent, everyone seems to have forgotten about Capcom's genuinely exciting *Resident Evil Network*. Digging deeper, we're pleased to report that the game's up and running, and rumoured to be the subject of a rigorous playtest from a senior Capcom Europe representative recently. It's currently only scheduled for a Japanese release in 2003, but you can bet it'll eventually lurch into Europe, should Sony's online plans reach fruition.

RELIABILITY.....7/10

PSM2 RECKONS *All we know is that the game apparently looks 'stunning'. You'll play as part of a team of survivors in a city swarming with zombies – juggling resources and forging fraught alliances. The prospect is boggling.*

OK, so *Haven*'s lead character is a bit of a spud, but Traveller's Tales will soon be working on a *big* game licence – using cool cult characters. Who? Can't say, but Midway are releasing the game on other pocket-sized formats first. Think about it...

RELIABILITY.....7/10

PSM2 RECKONS *Oops... we've said too much. Let's just say these types of characters are quite popular on the silver screen at the mo'.*

recruitment news シつヨカ

LAST YORDAS

Sony Japan reveal *Ico 2*. No, hang on...

Readers of Weekly Famitsu, Japan's premier games mag, were recently treated to this tantalising image of a horned boy astride a mighty stallion – surely this had to be a teaser shot from the upcoming *Ico 2*? Well, before you get too excited... hold your, er, horses.

Sadly, the picture's taken from nothing more exciting than a recruitment advert that's been placed by the development team, seeking fresh talent to work on an unnamed project – with absolutely no official confirmation of a sequel. Mercifully, in another twist to the tale – according to PSM2's sources at SCEI – we're delighted to reveal that – yes – *Ico 2 is* in development. Details are so scarce we can't bring you any as yet, but the game should drift into view sometime in 2003. Y'see... a fairytale ending after all.

AMERICAN ICO: So that final scene on the beach wasn't a 'happily ever after' after all...

http://malice.sierra.com

WIN! A PS2 AND MP3 PLAYER!

Let's 'ave some! Off yer cake!... brrr, rinsin'! Oh dear, this isn't working, is it? If you like music, but would rather kick round the house, munching Pringles in your trackie b's than wiggle around a porridge-dense dance floor like an agitated traffic controller, then you could do a lot worse than invest in a top of the range MP3 player and a copy of *eJay Clubworld*. Thing is, thanks to those kindly folk at eJay and Archos, you don't have to.

Y'see, to celebrate the release of *eJay Clubworld* – the funkily flexible music generation package, which scored a thumping 84% in PSM2#26 – we're giving away a £350 MP3 player, a PS2 and a copy of the game. Total value comes to over £700.

The Archos Jukebox Multimedia MP3 player holds over 14 hours of music, with the ability to store digital video and photos – which can be played back via your PC or Mac. Cutting edge kit. Three lucky runners up will scoop a copy of *eJay Clubworld*. Excited? Damn straight. Raise yer rulers. Dosh, dosh... feel the beat. Big fish, little fish... cardboard box. Er, anyway...

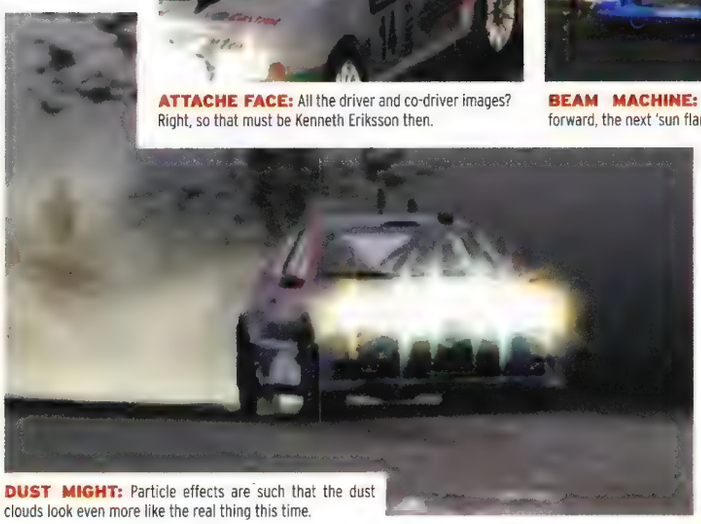
To be in with a chance of winning this bossin' prize, answer this simple question:

Carl Cox is famous for mixing with three:
a) Spoons b) Decks c) Hand blenders

Answers on a postcard to: **Last night an eJay saved my life, PSM2, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.** As usual, the Editor's decision is final. Closing date: 3rd October, 2002. Please don't send in multiple entries – we'll notice, you know, and chuck 'em right in the circular file.

ATTACHE FACE: All the driver and co-driver images? Right, so that must be Kenneth Eriksson then.

BEAM MACHINE: Headlights - they're the way forward, the next 'sun flare'. Nice one, Evolution...



DUST MIGHT: Particle effects are such that the dust clouds look even more like the real thing this time.

SHINES A PINT: The Mitsubishi Lancer Evolution skids across a track that looks more like an ice rink.

PSM2 INVESTIGATION 7/177

GRAVELLING APOLOGY

The brains behind *World Rally Championship 2* explains how the first game was only a 'shakedown' for the main event. Spanking new shots. Odd interview.

One year, six competitors and several broken joypads later, Sony's *World Rally Championship* remains king of the PS2 rally games – scoring 87% back in PSM2#17.

With *Colin McRae 3* mounting a serious challenge, Sony have taken their opus back to the drawing board, creating an all-new graphic engine offering three times the draw distance and – gulp – *four* times the trackside detail.

Spanning 124 stages over 14 countries, the game will perfectly replicate the real-life 2002 WRC season – featuring accurate driver likenesses, except for, er, one contract-bound Scot. A Tutorial option will greet beginners, while the Expert mode has been made three times bigger to push rallying veterans to their limits. Stages will now feature water hazards, with genuinely rutted road surfaces and grizzly physics.

Evolution Studios' Producer Martin Kenwright explains the key difference that has been implemented: "Sickness... No really, we've just finished implementing a lot of the new visual and gameplay features and I have to say it's made more than a few team members feel sick. Rightly or wrongly, we're confident that *WRC2* offers the most realistic and extreme driving experience of any rally game...what if I said *WRC* was a 'shakedown' practice run for the main event... just don't say we didn't warn you."

How will *WRC2* stay afloat in the sea of PS2 rally games? "Simple," offers Kenwright, "We're going to use the other titles as a raft."

"SONY HAVE TAKEN THEIR OPUS BACK TO THE DRAWING BOARD, CREATING AN ALL-NEW GRAPHIC ENGINE"

PSM2 RECKONS *The game's looking great, but don't ask Joel – Sony dragged him on a 14 hour round-trip to the Lake District for a sneak preview, but* on the wrong day. *Oops.*

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>PSM2 INVESTIGATION

HAVEN IT LARGE

PS2's most technically audacious game creates a universe in your TV – without one loading time.

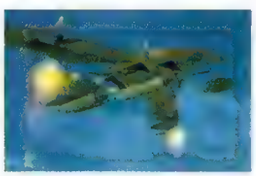
Innovation? Dead? Pah. UK-based developer Traveller's Tales are striving to re-write the rules of platform gaming – sorry, *videogames* – with a genre-defying blend of adventuring, driving and intergalactic navigation. Bullshit? Maybe not. Once the game's fired up, that's it – you'll never see another loading screen. In the words of one excitable senior representative at Midway's recent Gamers Day, "*Haven: Call of the King* is the most important videogame of all time".

Basically, if you can see an object, you can interact with it. No, *really*. Staggeringly, if you spot a moon in the night sky, you can jump in a ship and fly to it – ogling as the planet surface melts away without a single intrusive loading screen. Graphically, *Haven*'s as flexible as an Olympic gymnast – probably the most technically astounding title on PS2 to date. Cynical yet intrigued, PSM2 spent some extended time with the code – and *Haven*'s Lead Producer Arthur Parsons – to put Midway's outrageous claims to the test.

SEEING IS BELIEVING

Three years in development, 60fps, 10 million particles per second and 220,000 in-game polys per frame... Sounds good, but how does it look? Don't take our word for it, see for yourself...

CRUST DO IT: Run pikey, run...



CRAFT PUNK: ... into your ship...

ORBIT BUM: ... up and up...

LIZARD OF OZ: Discover firelizards and you can redirect them into cages to create floating platforms.

GLASS ACT: Haven's Terminator-styled energy shield makes him invisible to the laser sensors in this corridor.

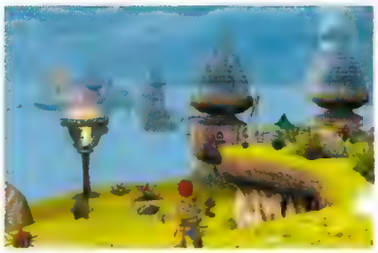
On first inspection, *Haven*'s little more than a re-glossed *Jak & Daxter*. The controls are intuitive, the scenery solid and the camera is adjustable. The plot's equally hokum – help Haven to rid his people of a terrible virus, defeating evil and... oh, dear. It's only when it rains and he pulls up his hood, that you start to understand. *Haven*'s all about the details. Before you know it, you're marvelling at the reflections, the laser fire and the volumetric, swirling fog.

Producer Parsons is confident you can't squeeze any more out of the PS2. "The proudest thing is that we have been able to achieve what we originally set out to do. What other game allows you to run through a level, defeat a boss, escape in a speedboat, jump in a spaceship and blast off into space, land on another planet after blasting your way through an intergalactic ambush before getting out an running into another area? And all seamlessly with no visible signs of loading."

PSM2 RECKONS *The achievement is boggling – outrageous scale, rich gameplay and dazzling spot effects. Our only beef's that the component elements – however solid – aren't that original. It's only when you jump in a space ship, that the dazzle-factor really takes hold. At present, its easy to get lost, while the on-foot and the targeting system feels woolly. Plus, the driving sections still feel like sub-games because the physics are too floaty. But Traveller's Tales are determined to buff up these flabby areas. Yes, we hate the lead character too, but we're tipping Haven for cult status. Full preview, soon.*

"IF YOU CAN SEE AN OBJECT, YOU CAN INTERACT WITH IT. NO, REALLY"

Suddenly, you have another realisation – *Haven*'s not just about details, but *scale*. One second you're bounding along grassy plains, the next riding a skytop monorail – the pace and scope of the game is constantly fluctuating, providing a near-unprecedented feeling of liberation. Haven's gadgets are equally flexible – his yo-yo weapon can be used to collect objects or as an impromptu deathslide to avoid molten surfaces.



SLAP AND VEHICLE: Jump on the cable cars and head over to the island where your speedboat awaits.

OFF YER SPACE: ... until you leave the planet far behind you. There isn't a single load time for any of this.

CIGS IN SPACE: Point away from the planet and you can fly to any celestial body you can see.

"Well I'm gonna kick your butt into next week Xiaoyo."

KING
aka Noel

With more fun ways to annihilate your opponent, you'll be surprised just what you're capable of under the influence of Tekken 4.

namco

PlayStation.2

DEVIL IN RED DRESS: Dante's older, wiser and packing a velvet trouser full of new, demon cleaving moves.

HELLING UP: Expect bosses to be larger, more terrifying and to have more complex take-down routines.

"WATCH HIM, TOOLED UP WITH TWIN PISTOLS, CROSSING HIS ARMS OR HURLING ONE BEHIND HIS HEAD TO TAKE OUT ENEMIES ALL AROUND"

KNIFE OF RILEY: *DMC2*'s second playable character. A lay-dee mit der wrist blades no less.

BEAST ENDERS: Hellhounds on two legs? Much more terrifying than the first game's marionettes.

DEVIL MAY CRY 2

Ignore badly written websites banging on about how the 'same quality gameplay' looks to be 'sticking around'. Check out our brand new shots and read our info...

Pay too much attention to the Internet and you'll learn that, surprisingly, some people found the original *Devil May Cry* 'too tough'. Mainly idiots, we feel. OK, we'll admit that the final Legendary Battle with Mundus was one of the most pad-snappingly frustrating bits of boss programming in years (mainly because it drags on for so long). But to reach that highpoint took all of, say, eight-and-a-half hours. Eight-and-a-half of the most exhilarating, intense hours, granted, but you could still finish it in a day.

The second biggest revelation about *Devil May Cry 2* is sure to please everyone, then – both idiots and cocksure videogame journos alike. The game will now track your skill levels as you sweep through the environments, and adjust the difficulty accordingly – a similar technique was rumoured to feature in *Metal Gear Solid 2* (where the game would tweak the gore level depending on how you tackled the enemies in the first level), but it never materialised. If you're merely tapping into new-look Dante's basic moves and taking a pummelling in battle, say, the enemies' performance will be suitably impaired. Go sword-flinging apeshitnuts and they'll become as tough as Steve Irwin's palms. This means that absolutely *anyone* will be able to pick up the pad and feel relatively at home, while it should last diehard *Devil* fans a lot longer.

"THE GAME WILL TRACK YOUR SKILL LEVELS, AND ADJUST THE DIFFICULTY"

The *biggest* revelation about *DMC2* however, is the way it'll use *Resident Evil*'s greatest shock tactic – to give you the option to play as *a girl*. We first broke the news of this new heroine in issue #25, and now (if you look over there) we've got the very first shots of her in action. Our sources indicate that, despite rumours to the contrary, you won't be able to switch between the two characters depending on the level, but you stick with your choice from the start of the game to the last blood-drenched frame. Two games in one! Er, maybe.

Although Dante himself seems to have lost a little of his cool edge, looking more like a session guitarist on an All About Eve reunion tour than the spunky, young demon-slayer he was in the first game. Despite that, his performance in combat is as icy-fresh as ever. New 'character skills' reflect the experience he's picked up in the intervening years – watch him, tooled up with twin pistols, crossing his arms or hurling one behind his head to take out enemies all around him. Favourite weapons from the original game will return, mixed in with brand new ones (each with their own individual particle effects – wahoo!), The female character gets to run-leap-roll-slash with twin blades, bringing an up-even-closer-and-personal style to the action.

Our biggest fear? Capcom's very own leather-clad, cool-as-funk Kojima, Shinji Mikami. Apart from the man himself *absolutely terrifying us*, the driving force behind the original game (and *Resident Evil*) isn't returning for a second helping. The reigns are being handed to 'young whippersnapper' Tsuyoshi Tanaka. Can you imagine *DMC* without a nice bit of Shinji? No, neither can we.

PSM2 RECKONS *Bigger, Better, More! Longer? We'll happily eat our own sweetbreads if it's not.*

PROMISED IMPROVEMENTS

Apart from the features outlined on this page, Capcom assure us that *Devil May Cry* will contain all of the following:

1) 'Enhanced Devil Trigger'

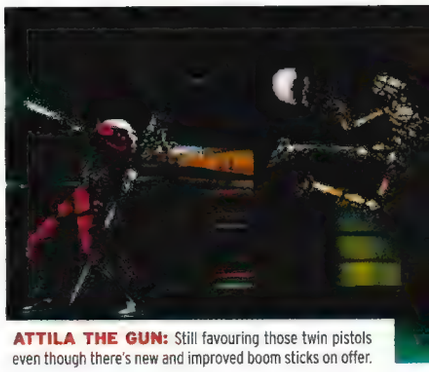
Now, once Dante's devil meter is maxed out, you'll be able to transform him into a demon (which he could do in the first game) and destroy enemies with one smashing blow (which he could do with a lot of them in the first game). You can expect enhanced visual effects though.

2) 'Twice the game as the original'

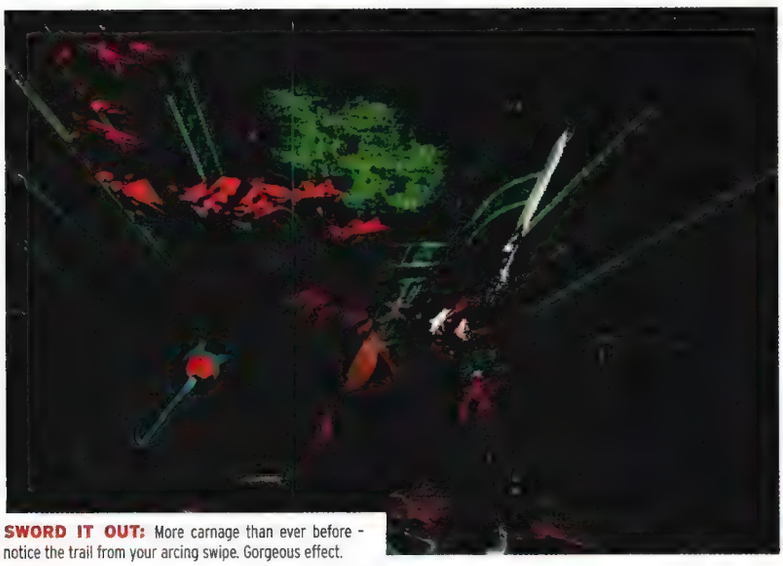
Basically, the level design's been ramped up to include the opportunity for a great deal more outdoor slaying. You can see more evidence of the European town location in the screenshots here, but there's also a Gotham-style cityscape.

3) 'Visual Appeal'

Yes – you heard right, 'visual appeal'. They claim that *Devil May Cry 2* will feature 'visual detail that appears to come straight out of Hollywood' – well, frankly, we're not buying it. It's certainly going to feature some of the slickest, most appealing character animation on PS2, though.



ATTILA THE GUN: Still favouring those twin pistols even though there's new and improved boom sticks on offer.



SWORD IT OUT: More carnage than ever before – notice the trail from your arcing swipe. Gorgeous effect.

BARFROOM SMILE: Producer Tsuyoshi Tanaka puts a brave face on the nightmare that's raging inside him.

NAME FOR A LAUGH

What... a sequel without an extended title! Surely some mistake, Capcom? Here, let PSM2 give you some suggestions to guarantee you more column inches.

Devil May Cry 2: Dante You Forget About Me
Devil May Cry 2: Dante Worry, Be Happy
Devil May Cry 2: Dante Let The Sun Go Down On Me
Devil May Cry 2: Dante You Want Me Baby?
Devil May Cry 2: Dante Step On My Blue Suede Shoes

DAVE MIRRA XXX

Dude! Barf! Ass! Smirking yet? How about... trouser trout! Custard cannon! Happy Helmet! Hmm? Hmm? No? Here's a hint – if you're clutching your sides and wheezing at this point, read on. If you're sighing and rolling your eyes, you might want to flick over the page.

Dave Mirra's an 'adult' game – in the sense of being very, very childish. It's largely based on the rock-solid engine from *Dave Mirra BMX 2* – arguably better than Mat Hoffman's – with a sprinkling of Aggressive Inline and a whole torrent of filth spewed in. But you don't want to know about that – you want to see the smut. So here, for your viewing pleasure, are the 11 filthiest things we've seen so far...

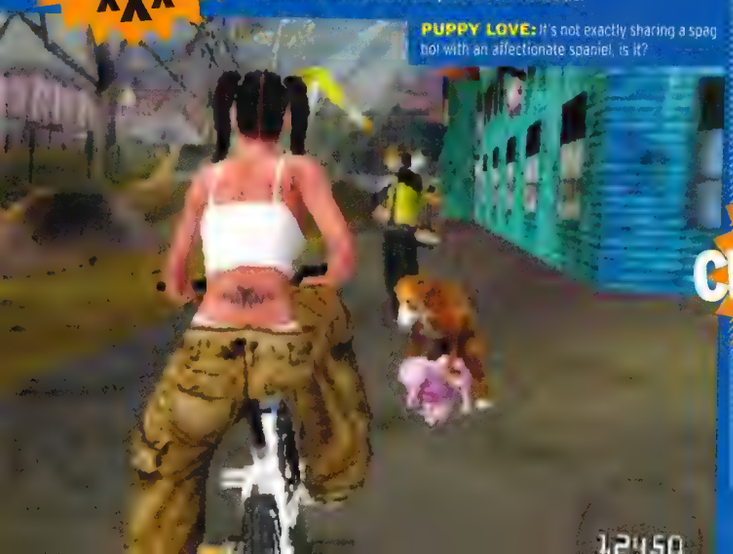
BREAST IN SHOW: Good lord. That's going to chafe if she falls off, surely.

xXx NUDITY! xXx

Well, almost. Fumble excitedly with the Create-A-Rider mode for ten seconds and you can relieve Dave – or a lady – of their top. And their trousers. But not their shoes. A mild contravention of Dave's insistence, in the first game, that all riders wore pads as a good example to children.

xXx SEX! xXx

Bitches in heat! No, sorry. Crikey. Got a bit carried away, there. We've yet to see any explicit indoor sledging, let alone any bagpiping or marble-crunching, but there *is* a challenge that involves persuading two dogs to indulge in some Vatican roulette. Bitches, do you see? In heat.



PUPPY LOVE: It's not exactly sharing a spag bol with an affectionate spaniel, is it?

xXx GIRLS! xXx

Things start with a touch of class, as a 'lovely' in pink PVC wobbles through the intro. If you want to see a bit more than a shrink-wrapped areola, you'll need to collect money throughout the levels – though on the evidence of this, all the girls look a *tiny* bit like your second-most attractive aunt.

"WE'VE YET TO SEE ANY INDOOR SLEDGING, LET ALONE ANY BAGPIPING OR MARBLE-CRUNCHING"

CRUSH HOUR: [illegible] bones genuinely rupture skin? Eurgh.

xXx CRASHES! xXx

Jackass devotees will be pleased to hear that the skeletal animation system's been updated once again – leading to some of the most horrific crossbar plum-crushings we've ever seen in a game.

xXx PIMPS AND HOS! xXx

PIMP UP THE VOLUME: He even talks about his 'bitch'. But it's the cop! See? See? Ohh...

Pimps, you see, always wear long purple jackets and wide-brimmed hats. Ladies of the night stand on street-corners and make poorly-veiled advances on passing extreme sports dudes. Honestly, you'd think the police would have an easier time singling them out...

PMS TESTED: As far as we can recall, ladies talking about periods in games is a first.

xXx SWEARING! xXx

In a taboo rarely broken by even the most violent games, the 'f' word is fairly prevalent in *Dave Mirra*. Not in the 'clever', gritty, realistic way *The Getaway* rips off Lock Stock either – it's just shameless smuttery. Not that there's anything wrong with that.

xXx BODILY FLUIDS! xXx

Look! Loook! He's *urinating in the pool*. Or possibly *them* – giving Ronaldo a rubdown. Oh. Gallon and Simpson had nothing on Americans.

URINE FOR IT NOW: For some reason, he's shouting "Marco Polo" as well. Don't ask.

xXx STRIPPERS! xXx

STRIP SERVICE: No Chippendale option for the girls, mind. Come on, Acclaim.

Other games do deals with Vodafone. Or possibly Orangina. *Dave Mirra* features real 'entertainers' from real-life 'gentleman's' club, Scores. Pick up enough pennies, and they'll gyrate for your ogling pleasure – unless you've got our preview code, in which case the bouncer refuses to let you in. Sorry.

SKATE OF EMERGENCY: Dan's pleased at the opportunity to clatter inline skaters.

xXx VIOLENCE! xXx

No, you see, it's not all smut – it's equally possible to indulge in the more traditional pursuit of 'violence'. Certain challenges involve taking out other riders with kit strapped to your bike, including leaf blowers, bottle rockets... erm... anal probes. *Sigh*.

STRIKE A HOSE: Shiny helmets? Hot men in uniform? Thick, rubbery hoses? *Kyaki Kyaki*.

xXx FIREMEN! xXx

One for the ladies, then. This fireman is complaining that – wait for it – *he can't get it up*. Pfffffrt! Hoo! Except that he's talking about his *hose*. Not his – ahem – little fireman. Or his penis. See? It was all a misunderstanding! Hilarious.

xXx ADULT SHOPS! xXx

You can't actually go inside them as yet, but the game's littered with virtually naked virtual ladies sprawling themselves across virtual billboards and shopfronts. Helpfully, R3 switches to a nice first-person view for ease of voyeurism.

PORN SLIPPY: Yes, it's possible to grind the top of that gaudy neon sign.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

EXCLUSIVE FIRST LOOK!

OUT UK 25TH OCTOBER

WELCOME TO...

grand theft auto vice city

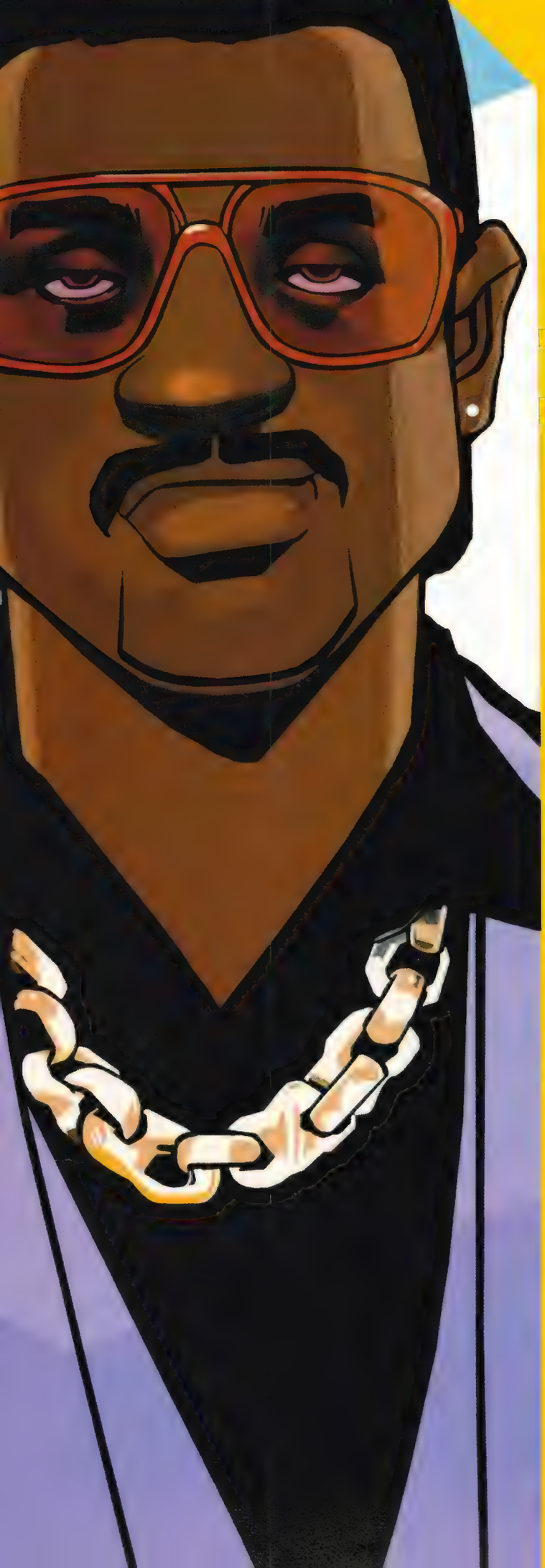
"EVERYTHING IN VICE CITY SCREAMS BIGGER, BRIGHTER, FASTER, LOUDER, MORE"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Rockstar North
- **PUBLISHER** Rockstar
- **GAME TYPE** Extreme Sports
- **PRICE** £44.99
- **ESSENTIALS** DualShock 2, Memory Card

DETAILS

- More than 100 vehicles.
- 40 weapons.
- 60 internal locations.



Glamour. Corruption. Power. Linen slacks. The best game on PS2 returns with a sharp new suit and a glint in its eye.

SMOOTH CRIMINAL Joel Snape

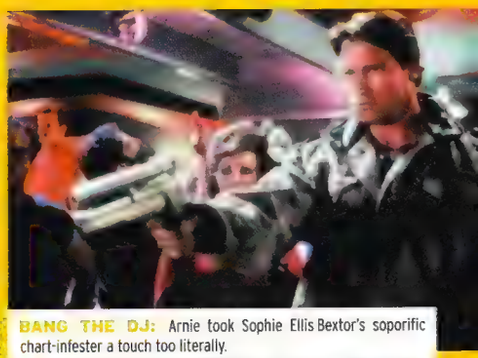
Everyone wants to hear about it. It's the sequel to – arguably – the best game on PS2, and yet no-one *really* knows anything about it except that it's set in a fictional '80s version of Miami. PSM2's in the real town, invited to the first showing of the game in the world. So when we ring back to PSM2 towers in Blighty, the last thing anyone cares about is what the weather's like. Deep breath. "Well..."

Two hours earlier. Waiting outside Rockstar's penthouse suite to see the game. Done the press-trip necessaries. Shooting assault rifles? Brilliant. Going on a yacht? Amazing. Those girls at the Mynt Club last night? Lovely – if a bit vacant and accompanied by hard-looking boyfriends. But – come on – we're here to *play the game*.

STAT'S THE WAY I LIKE IT

Numbers? Yeah, we've heard the numbers. A typically flamboyant Rockstar presentation (white stucco gangster mansion, beachfront location, private viewing of their 'influences' reel and *don't* touch the frickin' carpet) gave us all the numbers we need. *GTA3* had about 40 vehicles – *Vice* ▶

TECH OR MORE The pocket-sized Tech-9's a new addition to the arsenal - you'll also see familiar bazookas and flamethrowers.



BANG THE DJ: Arnie took Sophie Ellis Bextor's soporific chart-infester a touch too literally.

JUKEBOX FURY

No more dimly-recognisable 'takes' on popular tunes for *Vice City* – this time you'll be getting the real thing. Rockstar promise nearly *eight hours* of licensed radio tunes – to tie in with an as-yet-undisclosed soundtrack deal which they promises will be: "The greatest in any film or game, ever." With those ambitious words in mind, sling your eyes across the first nine confirmed tracks – and try to imagine Michael Jackson squealing out the tunes as you screech down Ocean Boulevard. Criminally smooth.

FLOCK OF SEAGULLS ..... **I ran**
Good for: Scarpering from the rozzers on foot.

LAURA BRANNIGAN ..... **Self Control**
Good for: Resisting the urge to open up on shrill-voiced valley girl peds ("Whatever") in full view of the cops.

JUDAS PRIEST ..... **You've Got Another Thing Coming**
Good for: Wrecking brutal retaliation on people who try to carjack *you*. Yes, *you*. The bleedin' bloody nerve of it...

HALL AND OATES ..... **Do It For Love**
Good for: All those tranquil pimp-murdering moments.

BLONDIE ..... **Atomic**
Good for: Um, detonating tactical thermonuclear weapons? No, we know you you're thinking – please don't write in...

GRANDMASTER FLASH ..... **The Message**
Good for: Chilling out with a two-star wanted level "Don't push me, cos I'm close to the eeedge..."

MICHAEL JACKSON ..... **Wanna Be Starting Something**
Good for: Instigating some class A rumbles with Miami's ultra-violent, roaming street gangs, perhaps?

CUTTING CREW ..... **I Just Died In Your Arms Tonight**
Good for: Um, getting shot in a car during a bout of rumpo with a lady of the night. What a beautiful way to go...

KOOL AND THE GANG ..... **Summer Madness**
Good for: Going crazy ape mental with a Tech-9 in the blazing Miami summer sun. Lovely.

KNEE SEDAKA Crouching's handy for those precision whack-jobs - as well as a clever means of concealing yourself from the law.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

UNDER THE INFLUENCE

There's no such thing as society, *Pac-Man*'s just been invented and Coke Is It. Welcome to the '80s. Before letting PSM2 near their game, Rockstar decided to get our nostalgia-senses twitching with a blink-and-you'll-miss-it video trawl through '80s culture. Highlights? Too many to mention – but here are our favourites. If you haven't already cast a glance at www.concretetv.com as recommended last ish, do it now.

CARLITO'S WAY

Puerto Rican ex-con tries to go straight – but gets sucked back in by corrupt cops, rival gangsters and Penelope Ann Miller.
Influences: Ken Rosenburg, the Firelli gang's lawyer, is the polygonal reincarnation of frizzy-haired coke-guzzler Kleinfeld, as played by Sean Penn. And *Vice City*'s purple-tinged Malibu Club isn't dissimilar to the one Carlito briefly manages.

"START AS A BUM IN A HAWAIIAN SHIRT, WORK YOUR WAY UP THE CRIMINAL LADDER UNTIL YOU'RE THE DON"

SCARFACE

Al Pacino, his 'leetle friend', chainsaw torture, a snowdrift of Bolivian nose-sherbert and the most memorable last stand in cinema history.
Influences: According to Rockstar, Tony Montana's always been an influence on the *GTA* ethic – start as a bum in a Hawaiian shirt with an attitude, work your way up the criminal ladder until you're the don.

LESS THAN ZERO

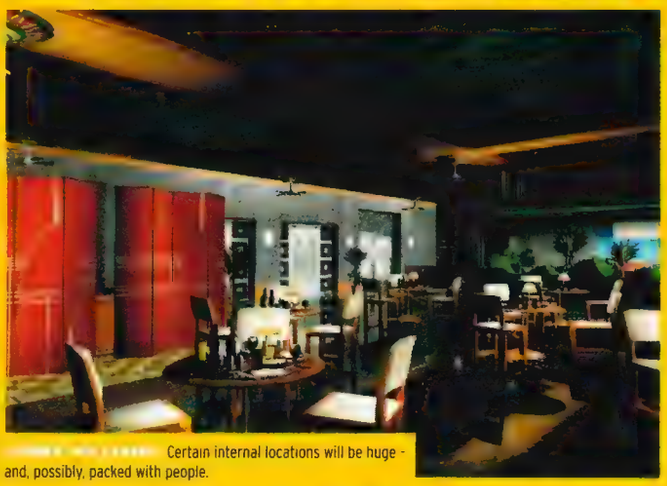
'80s Brat Pack mainstays James Spader, Andrew McCarthy and Robert Downey Jr turn nasty in Bret Easton Ellis' pre-American Psycho tale of drugs, sex and spoilt Beverly Hills kids.
Influences: Difficult to say – although watching the film, you'd be forgiven for wanting to take a bat to all involved.

THE WARRIORS

Seminal gang flick in which New York's hardest street posse – including Raiden from Mortal Kombat Annihilation, James Remar fans – have to scrap their way back to Coney Island after being framed for a murder they didn't commit.
Influences: Apart from a retro-fabulous '80s soundtrack, gangs like the Turnbull ACs, Grammercy Riffs and Baseball Furies provide a clear reference point. Can you dig it?

photos ? Kobal

CLOTHES MAKE THE MAN This lady-charming linen number's Tommy's second outfit – offset nicely by the piece he's clutching



INSIDE JOB Certain internal locations will be huge – and, possibly, packed with people.

"NINE HOURS OF RADIO, 8000 PEDESTRIAN COMMENTS, EIGHT HOURS OF DIALOGUE..."

INSIGHT

- Rockstar head honcho Sam Houser appears in *GTA3* as the owner of Ammu-Nation – his face and voice are the same.
- Dan and Sam Houser's mum appeared in the original version of Get Carter as Glenda.

▶ *City* has more than 100. *GTA3* offered 11 weapons – *Vice City* packs more than 40. Nine hours of radio, 8000 pedestrian comments, 80 pedestrians, eight hours of scripted dialogue, an hour and a half of cutscenes – like the yuppie decade itself, everything in *Vice City* screams bigger, brighter, faster, louder, *more*. Vice City's double the size of Liberty, yet promises more depth, more personality, and more interactivity. Everything, we're told, has been constantly tweaked since the original hit shelves, with improved textures, streaming and animations almost providing enough material for a new game in their own right. But, yeah, promises, promises. That's what developers do. Let's just see it. The development PS2 hums into life...

SHELL OF SUCCESS The Spas 12-gauge has some lovely light-sourcing. Mmm, cordite.

DROWN AND OUT Despite the exotic beach-front locations, you still can't go for a paddle.

Tommy can listen to full-fledged conversations before gunning the motor and shooting everyone.

The Clevelander's a real hotel in Miami, along with places like the News Cafe.

There's a new Silver Ghost spray-job on the classic limousine. Note the Parsons club, too.

Ding up your motor, and you can leap out while it's moving.

A man in a Hawaiian shirt stands in a neon-spattered street. Hookers strut past, but he barely glances at them. A quick strut across the road, an obscene gesture flicked at a cop car, and – yes – he drags someone off a motorbike. This is Tommy Vercetti, the new face of GTA. *"I promise, this hurts me more than it hurts you."*

Holy Turbulence – that was *Ray bleedin' Liotta*. You might remember him from, well, the best gangster film of all time. As Tommy, he's on top form – all coke-edged anxiety and latent aggression, and... hang on – is that Tom Sizemore he's talking to? Or Michael Madsen? Rockstar won't be drawn on the rest of the cast.

What we *do* know is that Tommy's a more seasoned crim than *GTA3*'s silent anti-hero. As the game begins, he's just got out of Liberty City jail after a hit-turned-setup-turned-mass-shooting, only to get tangled up with the Firelli brothers. Though Sonny Firelli's your first point of contact with the underworld, Tommy's rep provides a significant change in gameplay – all of the city's unlocked from the outset of the game, with most of the underworld players introduced in an early set-piece.

Vice City's much closer to Miami than Liberty was to New York – and more than twice the size. The sheer diversity's almost bewildering. The inner-city area's huge, incorporating famous real-life spots like the News Cafe, Starlite Hotel, Clevelander and Little Havana. Then there're the waterways, swamps and beaches making up the periphery – guaranteeing an increased role for the multiple types of boat that'll appear. Early missions are simple pick-ups and drop-offs, but the pace accelerates to include more multi-part tasks along the lines of the original's Bomb The Base. Overall, the aim is to include a more central storyline that makes sense whenever you return to it, encompassing months of game time but retaining the original's non-linearity. That's the main function of the script, as written by level designer James Warrell and Rockstar founder Dan Houser – incorporating a story into a series of ideas that work as a game. For the moment, though, the job's laid out by sleazy lawyer Ken Rosenburg – get some new threads, and pick up the Colonel's Daughter.

Tommy speeds to a nearby clothes shop on his new wheels – not quite exactly like a ▶

"THOUGH VICE CITY'S MUCH CLOSER TO MIAMI THAN LIBERTY WAS TO NEW YORK, THE SHEER DIVERSITY'S BEWILDERING"

Tommy even sticks his leg out to take corners - and his shirt ruffles in the slipstream. Cool.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

GUNS: This is the Ruger – a prime candidate for the new aiming system, although not that easy to conceal under your shirt.

SHINY CAR: The wing-lights glint pleasingly when it's dark. Pity it isn't dark, then. Ahem.

THONG FOR EUROPE: Clamber up the criminal ladder, and you too could have a pool full of bathing lovelies.

▶ *Harley, legal fans – to emerge seconds later in a Don Johnson suit. And – wouldn't you know it – someone's nicking his unattended bike. There's a scuffle. Tommy goes down, jumps up, and sprints – wait a minute – into a DIY store.*

Rockstar, see, have paid attention to all your emails, phone calls and letters. Motorbikes were almost ready for inclusion in *GTA3*, but were finally omitted because of the new character animations required, and they turned out to be the runaway favourite for inclusion in the next chapter. A close second was internal locations, and it's here that they've come through in style, dotting more than 60 around. Some are like Ammu-Nation – simple shopping destinations where you can pick up guns, bombs or clothes.

"ROCKSTAR HAVE PAID ATTENTION TO ALL YOUR EMAILS AND LETTERS – MOTORBIKES TURNED OUT TO BE THE FAVOURITE"

POSTCARDS FROM THE WEB

Give www.kentpaul.com a quick glance, and it looks like a My First Webpage fansite. Look again, and it's a clever bit of viral marketing for *GTA3*. Look closer still, and it's full of interesting hints as to what'll be in the game. Noticed these?

- Love Fist, Candy Suxx, Avery Carrington, BJ Jones, Alex Shrub, Pastor Richards and Jack Howitzer all come under the 'characters' banner. We know Candy Suxx is a stripper, rumoured to be voiced by adult star Jenna Jameson.
- Kent Paul mentions that he used to be public enemy number one in *Vice City* – we're sure he'll be one of your main contacts.
- The TV section features The Yuppie and the Alien, a classic '80s cop-show mismatch, and Just The Five Of Us, a spoof sitcom. Clear candidates for those Chatterbox FM ads.
- *Vice City*
- congressman Alex Shrub is mentioned in the quote section – he'll be a high roller.
- Apparently, there's a food called Giggle Cream around. Hmm...

LICENCE TO DRIVE

Undertaker missions? Drive-bys in boats? *Vice City*'s new vehicles open up all sorts of possibles. Left to right, top to bottom: sailboat, fire engine, the Romaro hearse, the Infernus, fishing boat, the Squalo 2, Cuban Gang boat, and that all-important bike. We'll shuttle our victims to the morgue ourselves.

GOOD AND BAD GANGS This is Little Haiti - and those identikit funsters are one of the new gangs you'll encounter.

[illegible] The escalators in the shopping centre'll be familiar to anyone who's played *State Of Emergency*.

Others, like the Malibu nightclub, are fully-fledged environments including multiple things to do, flashy interior lighting and their own crowds. Naturally, this gives you more to spend your dirty, dirty money on. Including improvised weapons.

Running out of the store, Tommy's just in time to catch the fleeing 'jacker. PSM2's a veteran of drive-bys and bat-beatings – but somehow, that didn't prepare us for seeing Tommy ram a screwdriver into the hapless crim. As his victim falls off the bike, Tommy switches to a hammer for the wetwork. We can hardly watch – but we do. Oof. Nice animation. As a police car arrives, Tommy unholsters his Uzi…

Addressing the unreliable spray 'n' pray ▶

"TOMMY SPEEDS ALONG THE BEACHFRONT – A STONE-COLD KILLER IN PASTEL SLACKS"

POOL FOR CATS Hmm... the water looks inviting, no? But you'll still die if you try bombing in to impress the ladies...

BOMB JOHNSON The basic fun of *GTA* hasn't changed - like hoying a grenade into the night and waiting for the fireworks.

MIAMI ADVICE

Rockstar, us, a nice hotel and an hour to kill – what better time to forward PSM2 readers' crazed suggestions to the main men? With some of the more pressing requests – bikes and better targetting, for instance – cheerfully demonstrated almost before we pulled your letters out of our bag, we moved on to less obvious areas...

SWIMMING

Nope. "Ultimately, it's a time-consuming thing to program that wouldn't add much to the game," say Rockstar. "Unless we put in dedicated swimming missions, which wouldn't be very 'gangster'." However, they *have* included the option to jump out of moving vehicles, so if your car's sliding into the river, you can always abandon it.

MORE INTELLIGENT COPS

Oh yes. "Sometimes, you'll hear these sirens, and you'll be like, 'Holy shit, what the f*ck did I do?' then realise they're chasing someone else." They're also better at bringing you down, arming roadblocks with tyre spikes.

PLANES AND CHOPPERS

"If you liked the Dodo, you're going to love what we've got now," say Rockstar, cryptically adding, "In this game, if you think you can do it, you probably can." And – yes – there's a fully-fledged airport somewhere in Vice City. Eek.

PROPER BUILDINGS

Loads of them. The Malibu Club's the most impressive we've seen so far, with disco lighting and loads of space – but Rockstar promise, "Anything up to the size of a mall." No mention of loot-decorated bachelor pads or interactive strip clubs yet, mind.

SWORDS

Smart. Pick up a katana, and Tommy will swing it haphazardly around his head. You'll be able to carry one meleé weapon at once, from a list including meat cleavers, machetes and the tools from Miami Do-It-All. We didn't see any decapitations, mind.

CHILDREN AND DOGS TO SHOOT

Nope. None that they'd tell us about, anyway – although the 80 different types of pedestrian offer plenty of helpless victims. You bunch of sick-heads.

PISSING ON PEOPLE

"What's the matter with your readers, anyway?"

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

LAW & HUH? GOOD COP, BAD COP: Cops are more aggressive - but also aware of criminal activities other than your own. Officer...?

YACHT CLUB: This yacht belongs to the Colonel - one of *Vice City*'s more mysterious players. You meet his daughter early on.

▶shooting dynamics of the first game, there's now a helpful targetting reticle, the view switching to aiming-friendly over-the-shoulder perspective for most guns. A quick prod of L3 drops Tommy to one knee for increased stability with the bigger weapons. The drive-by system's been similarly improved, allowing forward-firing charges on bikes and boats. Taking advantage of this – and in another response to player feedback – the car damage model's been improved. Thwack one with a bat and the bonnet crumples – bust a cap through the windshield and the glass spiderwebs around the bullethole. It's now possible to take out a driver or passenger through the window – no need to wreck the paintwork on that Diablo Stallion. A well-placed round can take out a tyre, magnifying the desperation of evading the police in a smoking old clunker.

Tommy speeds along the beachfront, a stone-cold killer in pastel slacks. It's early evening – game time – and hazy orange sunlight bathes the scene, glinting off the mirrors of parked cars. Tommy's linen suit flaps in the breeze as a chopper buzzing overhead ▶

TREES A CROWD: The palms look more three-dimensional than their *GTA3* counterparts, and shimmy wistfully in the breeze.

UP CLOSE 'N' PERSONAL

For those who like their killing more slasher-flick than professional, there's a huge array of kit added to the weapons roster – like the following...

MACHETE

AS USED BY: JASON VOORHEES.

GOOD FOR: CLEARING A PATH THROUGH VINES, CHOPPING UP IDIOTIC, UNDERDRESSED TEENAGERS IN SUMMER CAMPS AND LUXURY BOATS.

SCREWDRIVER

AS USED BY: STEVE IN DAWN OF THE DEAD

GOOD FOR: REPAIRING FUSES, SENDING ZOMBIES BACK TO THEIR GRAVES.

BASEBALL BAT

AS USED BY: FRANK VINCENT IN CASINO

GOOD FOR: HITTING HOME RUNS, DISHING OUT EXECUTION-STYLE JUSTICE ON JOE PESCI OUT IN THE NEVADA DESERT. AND THEN BURYING HIM ALIVE.

"THIS IS A CITY GOING ABOUT ITS OWN SORDID BUSINESS, AND YOU'RE IN THE WAY. GET WITH THE PROGRAMME"

HAMMER

AS USED BY: GRANDPA LEATHERFACE

GOOD FOR: HAVING ONE LAST ARTHRITIC ATTEMPT AT BASHING SOMEONE'S HEAD IN, THEN LETTING THEM GET AWAY.

MEAT CLEAVER

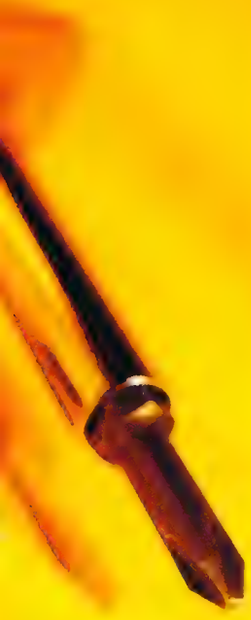
AS USED BY: CLAPET OUT OF DELICATESSEN

GOOD FOR: CLEAVING MEAT, DISMEMBERING FATTENED-UP TENANTS TO FEED YOUR MEAT-STARVED TENANTS IN A POST-APOCALYPTIC WORLD.

KATANA

AS USED BY: BRUCE WILLIS

GOOD FOR: LOOKING COOL, SAVING CRIME BOSSES FROM THE UNWANTED 'ATTENTION' OF GIMP-KEEPING HILLBILLIES.



KNIFE

AS USED BY: NORMAN BATES

GOOD FOR: CUTTING UP CHEESE, KEEPING YOUR MOTHER QUIET ABOUT THE GIRL NEXT DOOR.

...AND GUNS. LOTS MORE GUNS...

THIS HERE'S THE COLT PYTHON, BUT EXPECT TO SEE ALL THE OLD FAVOURITES, ALONG WITH AN AIMING SYSTEM THAT LETS YOU DISTINGUISH BETWEEN TOOLED-UP PIMPS, VENGEFUL FBI GOONS AND TERRIFIED PEDESTRIANS. SWEET.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

NIGHTSPOTTING BOTHERED: This is the Malibu club – one of the few environments we've had the chance to wander around inside.

PYRE IN THE HOLE: Puncture a car's wheels, and it'll be more difficult to control – ideal for causing road-clogging havoc

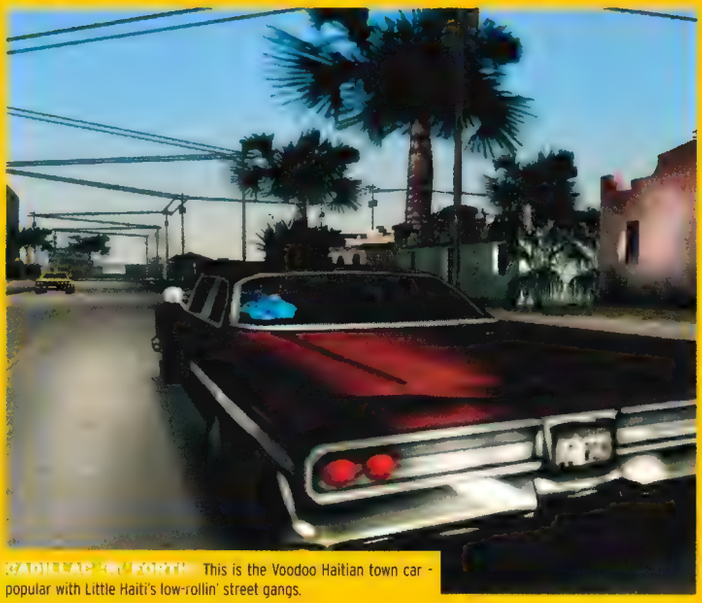
No, you won't be able to explore this entire hotel – though certain areas will be accessible.

WATER WAY BY GOD: Rockstar are still working on the rippling effects of the H20.

"PSM2 TAPS IN A CHEAT CODE, THEN WATCHES TOMMY WHIP OUT A BAZOOKA AND PING A ROCKET"

The explosion dynamics have been tweaked and seriously improved, natch.

This is the Mansion's Tiki bar. Could it become your hideout?



CADILLAC 4EVER FORTH: This is the Voodoo Haitian town car – popular with Little Haiti's low-rollin' street gangs.

HOTEL ME WHY: This is the Colony hotel, known for its 'ambient atmosphere and reasonably-priced drinks' Apparently.

SPLASH OF CARBON: And there're even sparkling fountains... Pity you can't swim...

WE FOUGHT THE LAW

If crime's a disease, we never had our booster shots – since playing *GTA3*, we're constantly toying with the notion of impersonating a taxi driver, mugging a pimp, or lobbing a Molotov at a dog. What were Rockstar thinking when they unleashed us on an unsuspecting Miami? Here's what happened when PSM2 went authority-flouting nutso in the sunshine state.

JAYWALKING

America's most ridiculous law – apart from the ones about underage drinking – doesn't seem to be enforced in Miami. Handy, considering that we staggered in front of a police car in a booze-blistered haze on our second night in town.

SPEEDING

Yep. Our taxi driver was more than happy to break the utterly ludicrous speed limit of 55mph, which probably makes us an accessory, or something.

'FLIPPING' THE 'BIRD'

No, not upending a seagull, but making obscene gestures at the police. An awkward encounter with a customs official put us off – they've got guns and rubber gloves and stuff – so we contented ourselves with flicking the Vs at NYPD Blue repeats.

CARRYING A FIREARM

Yep. Although we were on a licensed firing range under the supervision of the Miami Police Department. We got a go on a Mach 10 and a sniper rifle. Guns rule.

PCP ABUSE

After popping an enticing red pill, *GTA3*'s central character exhibits all the classic symptoms of an Angel Dust user – increased strength, disorientation and violence. Still, we didn't fancy coping with the rigid muscles and paranoia, so we stuck with our drugs of choice – JD and soupy-black core-fee.

GRAND THEFT AUTO

Ah. Ahem. We didn't actually manage the big one, to be brutally honest – all the cars in Miami are Humvees or Buicks or limos, and they're bleedin' murder to park. Still, we nicked some shampoo from the hotel. *Expensive* shampoo.

KICKING A TRAMP TO DEATH

Erm...

PICKING UP HOOKERS

Look, someone offered to take us to a strip club on one night, but we were tired, all right? And besides, it's exploitative to women. See?

Bosh! It's the picture everyone wanted to see - Tommy in a frickin' *helicopter*. The Sparrow, in fact. Happy now?

DVD ACTION

We'll be showing you the game in glorious motion on issue 29's DVD. Do anything short of murder to make sure you get it...

Rather than skating yourself - as some people wanted - you'll be able to mow down fitness freaks with an MP5.

Nicking a police boat's perfectly possible, though we've yet to see any water-borne Vigilante missions.

Ammu-Nation's back - Rockstar reckon you'll be able to 'do' more inside. Remember The Terminator?

►sets discarded papers flapping and palm trees shaking. Very restful. Until the sirens kick in.

At times, *GTA3* felt a bit Truman Show, like a city full of extras waiting for you to arrive. Here, the difference is phenomenal. Rather than simply ambling about, pedestrians now jog, read papers, sunbathe, sit on benches, and rollerblade. They chat, ask for change, argue, flirt, fight and swear like troopers. Muggers, gangsters, pimps and carjackers still roam the streets, but now they're just as vulnerable to the attentions of the law as you. This is a city going about its own sordid business, and you're in the way. Get with the programme, get rich quick, grab all you can and stamp the other guy's fingers off the ledge – before he does the same to you. It's what the '80s were all about. Thatcher would've loved it.

Turns out, the cops were after one of the yardie gangs that roam the city – they've just stomped an unfortunate wayward pedestrian, and now there's a huge shootout between the gang and the law. As the violence escalates and passers-by flee, PSM2 taps in a handy cheat code, then watches Tommy whip out a bazooka and ping a rocket into the fray. Cut to the chase...

Deep breath. "Well..." What we *try* to say when we've stopped burbling about bikes and screwdrivers and Grandmaster Flash, what all the guns and boat trips and cool parties couldn't outshine, is that *Vice City*'s everything a sequel – everything a *game* – should be. It's different, it tries things that hasn't been done before, it does what the fans want and then throws in a stack of things we never thought of asking for in the first place. It's ambitious – almost frighteningly so – but Rockstar look set to pull it off. Welcome back to the criminal fraternity. **PSM2**

"THIS IS A CITY GOING ABOUT ITS OWN SORDID BUSINESS, AND YOU'RE IN THE WAY"

MORE FROM THE 80'S...

EXPECTED UK NOVEMBER

KNIGHT RIDER

"Mich-ael...my sen-sorrs indicate another nostalgia-based driving sim up ahead..."

LEAP YEAR: You're frequently required to pick rocks out of the scenery in time to leap over them.

INFO

- **DEVELOPER** Davilex
- **PUBLISHER** Koch Media
- **GAME TYPE** Driving

ANTICIPATED FEATURES

- 10 levels.
- KITT, Karr and Goliath.
- Training mode.
- Super Pursuit, Turbo Boost and Night Vision modes.

SKID 'N' PLAY: Shove the left analogue 'real hard' to pull off a handbrake turn – a nice touch.

MERCIFULLY, the '80s wasn't *all* about rampant criminal activity. It was about "a shadowy flight into the dangerous world of a man who does not exist, a young loner on a crusade to champion the cause of the innocent, the helpless, the powerless, in the world of criminals who operate above the law". Or, as we knew him, poodle-coiffed David Hasslehoff chatting to an effete Trans Am.

Unsurprisingly, things have moved on since the Commodore 64 take on Knight Rider (typical mission objective: Shoot The British Prime Minister). The PS2 version's most akin to Midway's *Spy Hunter*, with vaguely linear racing/exploration levels, and similar whirring-bits-pop-out-of-the-car moments.

KITT's equipped with a Turbo Boost (press R1 to soar through the air) Ski Mode (ride almost indefinitely on two wheels to navigate small gaps), night vision (which is blinding if you use it in the daylight), microwave jammers and the all-important Scanner. Even Super Pursuit mode's there, tinting the screen red and zooming out so you can't see what's happening – a complaint we've forwarded to the relevant people.

Currently, KITT's voice only turns up in pre-mission cut-scenes – but it'll eventually chirp up to offer advice throughout the level, as done by William Daniels. Sadly, the Hoffmeister himself's been replaced by a voice actor, though his lady-pleasing looks make it into the game intact. The environments, too, look familiar, dotted with trailers and big rocks.

Things we *haven't*, and probably won't see – clottish henchmen scared by KITT's voice; hijackers foiled by the passenger-side ejector; and an old man double-taking his bottle of moonshine after seeing a driverless car vwoosh past. It's also a bit thin on genuinely thrilling moments, despite the camera switching to a different view whenever you hurdle some crates. And it isn't massively satisfying to steer, apart from some tyre-skinning analogue turns. Will the heart-twanging impact of *that* theme tune, *that* Pontiac and *that* haircut be enough to save *Knight Rider* from the scrap heap? Hang on, our sensors don't seem to be working...

KITT DEBUT: The in-car mode's cheek-moistenningly nostalgic if you watched the show.

Knight Rider's due out in November.

KNIGHTS TO REMEMBER

Remember FLAG? And Wilson? And Slammin' Sammy's Stunt Show Spectacular? Neither did we. But that's what the Internet and Woolworths bargain bins are for...

MICHAEL KNIGHT

Curly-mopped, biker-fighting, farmer's-daughter-charming cop with a metal plate in his head, known as Michael Arthur Long until left for dead after a shooting. Curious "I need your help, pal!" symbiotic relationship with his car.

KITT

The Knight Industries Two Thousand, infamous for its molecular alloy shell, benevolent AI and, we have to admit, slightly twee voice. Won't kill, despite having a dazzling array of semi-lethal kit bolted to its chassis.

DEVON MILES

Q-style posh brain-bod responsible for upgrading KITT from the confines of a big van – you'll remember him from the in-car 'videophone'. Lots of Italian Job-style driving-up-a-moving-ramp fun in the game, natch.

GARTH

Wilson Knight's evil son, and the template for Michael's facial-reconstructive surgery – apart from a slightly camp moustache. Invented the Goliath truck after escaping an African prison – presumably with the help of Mr T.

KARR

The Knight Automated Roving Robot – just like KITT (there's a pattern emerging here), only with an unerring sense of self-preservation in place of respect for human life. Like Skynet, only in a molecular alloy shell.

BONNIE BARSTOW

Michael's genius beautiful-but-geeky helper, always on hand with helpful "Try to be careful" type hints à la Miss Moneypenny. Until the poor thing was hurriedly replaced by April Barstow in the second series.

"WILL THE HEART-TWANGING IMPACT OF THAT THEME TUNE, THAT PONTIAC AND THAT HAIRCUT BE ENOUGH?"

SUGAR 'N' VICE: No shots of *Miami Vice* yet – so here's a game that'll be six times better.

VICE 'N' EASY

Not content with one iconic '80s TV show, developers Davilex have also snapped up the rights to – yes – Miami Vice. Similar stuff to *Knight Rider*'s promised, except with Crocket 'n' Tubbs leaving their Ferrari Testarossa to deal out ankle-holster justice to drug-dealing scumbags. How it'll fare against that other drivey-shooty Miami-based game's anyone's guess...

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST! プレビュー
トクセンジョウホウ

A LONG TIME AGO WE FELL IN LOVE WITH STAR WARS. NOW, 25 YEARS LATER, IS IT TIME FOR A DIVORCE?

JONNIE

It's gone off the boil, hasn't it? When *Clone Wars* producer Nate Schaumberg mentioned that several vehicles developed for the game are now in big George's fat book of Star Wars continuity, it made us realise that anyone can become a part of this increasingly flabby universe. Come up with a bright idea for a Gungan/Ewok RPG, and you're in. Which is one reason why there's been more bad Star Wars games than great ones.

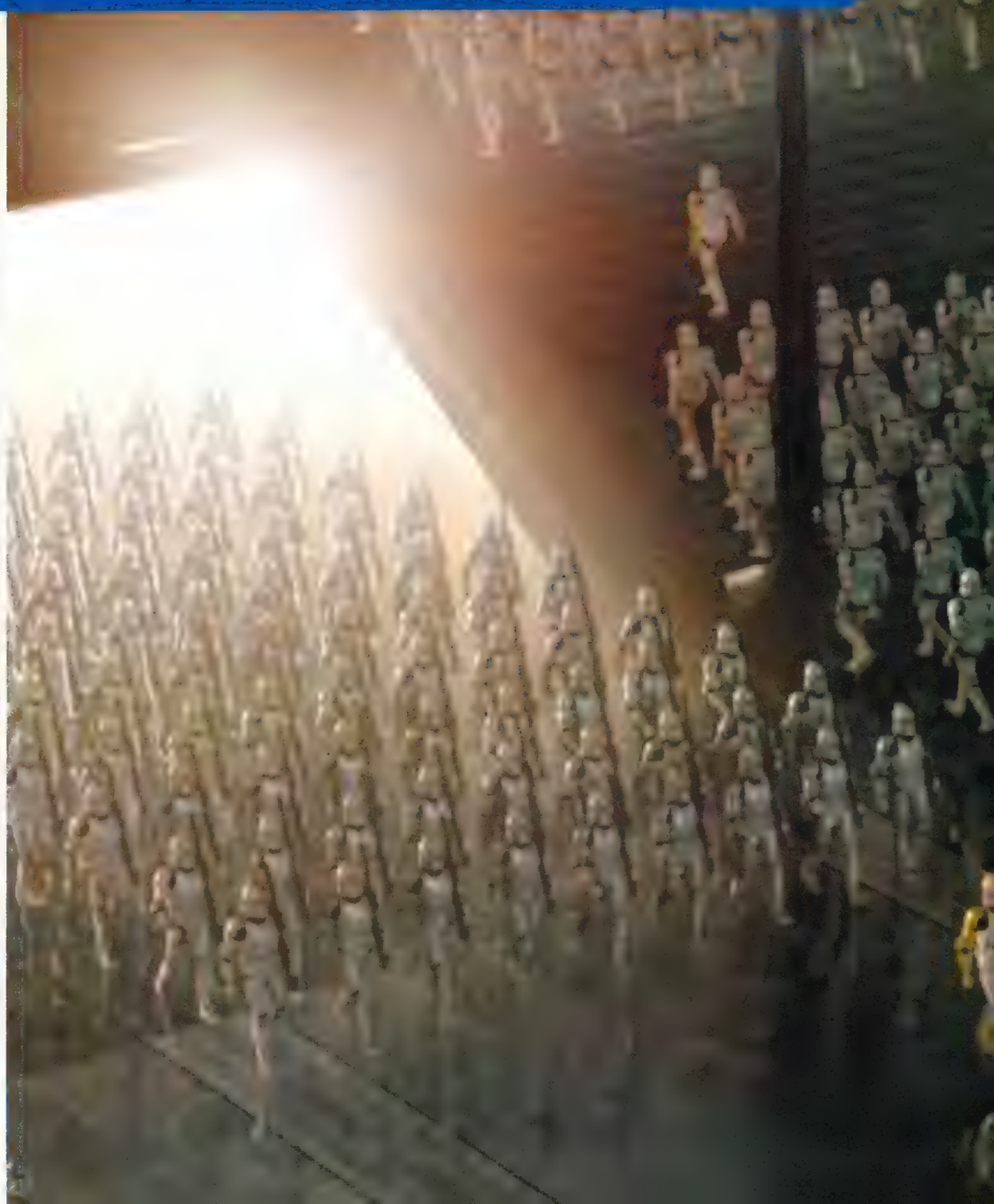
Another factor is that LucasArts have always done their best work on PC, while PSone owners languished in a backwash of excrement. Now, with consoles finally catching up, we're starting to get the kind of quality we deserve. But even good looks and solid play can't detract from the rot that's set in. Look at Bobba Fett. In Empire Strikes Back he was hard, clever, cool and silent. Now, in his first game outing, he's hanging out with someone who looks like Watto's sister.

Perhaps it's evidence that all great things have to run their course. Then again, when you see *Clone Wars*, you realise that LucasArts still have a way to go before they reach that "you're our only hope" point of no return. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.



EXPECTED UK 22nd November

STAR WARS: THE CLONE WARS

Bring in the clones. Bring them by the truck load, we'll gun them all to hell, we'll... Hang about. You mean they're on our side?

THERE'S always that moment in any Star Wars movie when you can see the game of the film sneaking around the edges of the celluloid. The Pod Race in Episode 1, the Death Star trench run in Episode 4... So what bit from Episode 2 do you think LucasArts would opt for this time? The air-car chase through the clogged skyways of Coruscant? Nope. The lightsaber duel with Count Dooku? Uh-uh. The sprawling droid/clone battle at the end? Now, how could they hope to pull that off? Here's how.

As soon as you swoop out into the arid valleys of Geonosis, you're presented with a scene straight from the climactic sequence of the film. Separatist and Republic forces squaring up, a rag-tag collection of units and foot soldiers all letting rip, small skirmishes kicking off all around you... It's mechanised chaos and irrefutable evidence that PS2 has definitely got the raw power to effortlessly shunt a huge numbers of animations simultaneously.

Spin any one of the five available vehicles through 360° and you'll be

PLANET JOCK

1

GEONOSIS:

RAXUS PRIME:

HOTH:

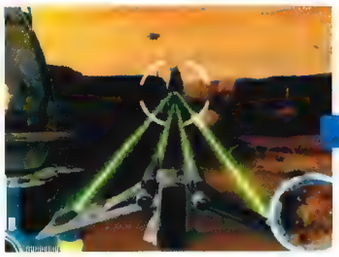
GO COMMAND-O

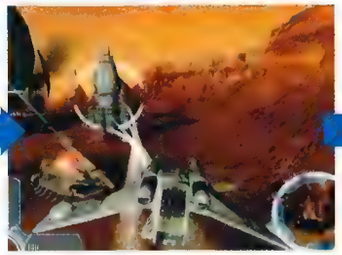
2 Anyone who's played either of the *Starfighter* titles will be right at home here. In the upper left-hand corner of the screen there's a rudimentary command system linked directly to the D-pad. It only appears when you're controlling land-based vehicles like the scout tank, but it allows you to give up to four direct orders to your men: Break (←), Attack (↑), Defend (→) and Regroup (↓).

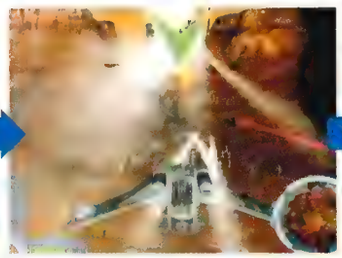
SHOUT AND ABOUT: Battle groups turn up later, allowing you to get to grips with the Scout Tank.

CHARGEY BARGEY: The Break command isn't specific. You're just ordering your men forward into battle.

CLONE GUNMEN: Each Republic vehicle has two or three modes of attack. Standard red lasers, more powerful green ones and secondary fire missiles. Plus, they also have a boost function that cuts level crossing down to size, and a zoom mode to ensure long range attacks hit their mark.







hard pushed to come up with how many models are on screen at any one time. And the really daunting aspect is that there's only one thing destined to bring any kind of order to all this pandemonium. You.

Play-wise, everything pans out in the style of a ground hugging take on *Starfighter*. But to draw direct comparisons with these floaty shoot-outs would be doing this a disservice. *Clone Wars* is bigger and packed with more detail on just about every level.

The vehicles may resemble the starfighters in handling – they've all got primary and secondary fires, zoom and boost buttons – but their varied specs lead to 'five different windows on the conflict.

To start with, you play as Mace Windu, out and about on Geonosis in both the Scout Tank and the Republic Gunship. With the first vehicle you're on a tightly timed mission to stop a series of droid craft before they launch into orbit. With the second, you're strafing about the deck taking down Hailfire droids before they can interfere with the Republic's SPHA-T walkers (remember those? They were the huge guns supported by loads of spindly legs).

Complete the first mission, leave the flash point for the Clone Wars behind you and you're looking at 15 more levels involving Speeder Bikes, the AT-SX Assault Walker (the one that looked like a panther with a cannon on its back) along with a mysterious craft known only as The Maru. Master the controls of them all and the initial trepidation of facing such vast numbers of opposition soon melts into one calculated take-down after another. Lovely.

See, despite the crowded battlefields, there's always a defined path of objectives to follow. Which, in reality, is a bit of a disappointment. You've got the freedom to scoot off and take out any droid unit you want but, do this and you're guaranteed trouble getting back on track with the primary goal.

So, huge levels, loads of craft and yet a perpetual drive to get through them as quickly as possible. Extended gameplay? Well, failing missions sets you right back to the start and some of them are pretty sizable, so there's time – and frustration – worked in there. Not only that but the multiplayer's not short on different styles of head-to-head (see I Think We're a Clone Now).

All right then. We've got the faces, we've got the ships, we've got a plot that takes the action beyond the film and we've got the name. So why are we still unsure this'll hit the mark?

Bottom line is when we saw the early screens we imagined we'd be leading from the front lines, on foot, able to commandeer any damn vehicle we wanted.

It now seems that this just isn't the case, and while the game's levels are huge and crammed with troops, we're unsure whether it'll still have that epic quality a game like this really needs to work. **PSM2**

Down for a late November launch, we should be seeing finished code in time for a review next issue.

"WE'RE UNSURE WHETHER IT'LL HAVE THAT EPIC QUALITY A GAME LIKE THIS REALLY NEEDS"

PSM2 FIRST PLAY

STORM FAWNING

3 [illegible]

REPUBLIC GUNSHIP: [illegible]

AT-SX ASSAULT WALKER: [illegible]

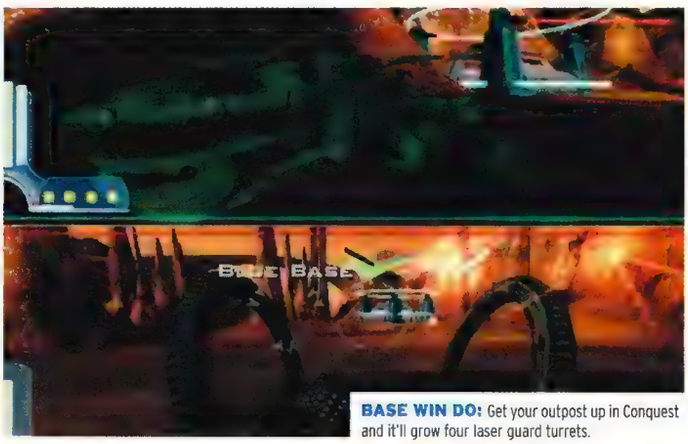
SCOUT TANK: [illegible]

SPEEDER BIKE: [illegible]

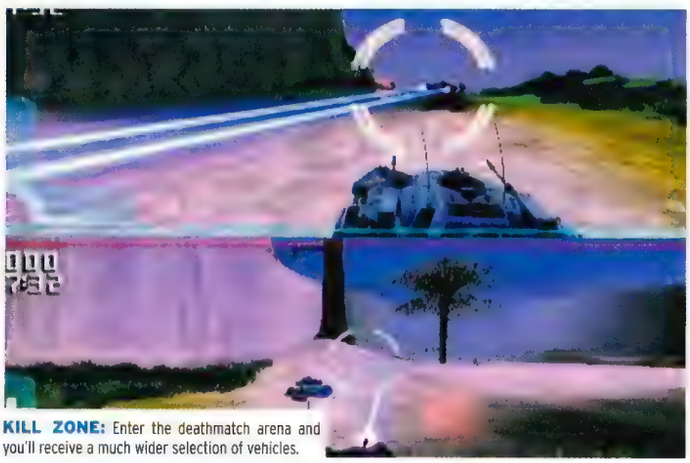
ON FOOT: [illegible]

I THINK WE'RE A CLONE NOW

4 As far as multiplayer options go, *Clone Wars* is stacked. There's Duel – a basic deathmatch arena mode, Control Zone – a 'king of the hill' head-to-head tussle, Academy – a co-op stand against wave after wave of increasingly tough opponents and, our favourite, Conquest. In this last mode you have to occupy outposts that start producing both offensive and defensive units. First one to out-number your opponents' forces, and capture their base wins.



BASE WIN DO: Get your outpost up in Conquest and it'll grow four laser guard turrets.



KILL ZONE: Enter the deathmatch arena and you'll receive a much wider selection of vehicles.

HANDS-ON VERDICT

5 We were worried that the on-foot sections of the game wouldn't make it through to the final code. Joyously, they have – well, at least, for the beginning of the first mission anyway. Fire the game up and you'll immediately take control of Mace Windu as he hacks his way through droids left and right en route to the Republic Gunship.

He can perform a standard slash, a spinning cut and that old lightsaber lob. It's enough to make you forget the occasional pop-up that spatters the horizon. Just.

You'll love it because...
It's *Starfighter* only with more ships and better tactics.

You'll hate it because...
You're more commander than fighter when it comes to battles.

ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★★

STAR WARS THE CLONE WARS

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- [illegible]

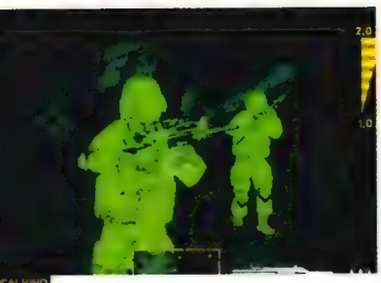
WHERE IT'S AT...
- [illegible]

DVD ACTION
Begun these Clone Wars have, but not on our current disc. Planets full of conflict next issue, we promise.

THIS GUN'S FOR FIRE

1 Your team's part of an FBI special ops unit, and each man gets his own high spec toys. There are around 17 weapon sets, all of which require different tactics. Go for the Sniper set-up, and you have to switch between team members to provide back-up for the guy carrying the slow-to-reload rifle.

BEYOND SCOPE: Your men are vulnerable to attack. If only you could stick them somewhere safe.

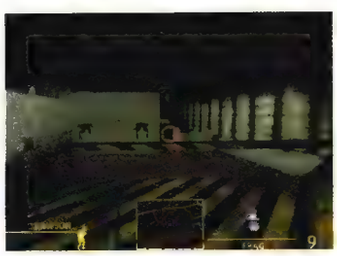


HITCH BLACK: Night-vision goggles come as standard - most of the levels are impenetrably dark.

EXPECTED UK SEPTEMBER

THE SUM OF ALL FEARS

Seen the film? Fancy stepping into Ben Affleck's hush puppies? Ah, that's where things start to unravel...



FRAGGLE ROCK: The training range gives you a chance to get those frag grenade lobs just right.

THRILLER KILLER: Who're the men behind the theft of the nuke? Really want to know? See the film.

POTHOLING, people wearing shades in nightclubs, eggs, liver failure and deep water. That's the sum of all our fears here at PSM2. Terrorists with nukes, though? Just a bunch of pansies crying out for some star spangled bullets of justice.

PSM2 FIRST PLAY

Another Clancy tie-in, another film, another outing for Jack Ryan... Only it's not if you're tackling the 11 levels on show here. No, you're just a trio of lowly grunts sent in to do the dirty work. But if you're expecting a traditional FPS, think again, as developers Red Storm ditch the multiple attack patterns in favour of a more linear path through the bloodshed. Whereas, in the earlier games (ie, all the *Rainbow Sixes* on PSone) you could divide your team into four – each member heading off to deal with a separate objective – here your men hold together like stickle bricks. It's a method that gives you three restarts – one per man per level – but it also curtails a wide range of options. You can still shoot through windows and lob flashbangs to clear rooms, but these actions only serve to highlight the shoddy enemy AI.

The terrorists don't appear to spot you in any logical manner and they rarely duck for cover when you open fire – it's a wonder they managed to steal a nuke in the first place, let alone arm it. That said, we realise that the code we're looking at isn't finished. But when you're standing in a room facing a terrorist and it takes them a good three seconds to realise you're there, then you can't help but slap the alarm button. And it's a flaw made all the more obvious by the moments of smartness on display elsewhere.

Take the damage effects. Get shot and your perspective skews, the screen blurring while team members scream for medical assistance. It's a moment of shocking clarity, and it conveys the fragility of your squad. An inventive move, and yet also the cause of frustration throughout.

Your first attempt at any mission invariably ends with everyone dead about half-way through. At this point you stop, reassess, restart. Do this about five to six times and while it may well extend the life of the game, it also makes you want to kill kittens.

The control system doesn't lend itself to laughs either, as you're constantly reminded of your human limitations. Try moving sideways or backwards and your speed is halved. It's another example of how gritty and *really* real everything's intended to be but, for us, it adds up to being a royal pain even at this pre-emptive stage.

Here's the sweetener though, with all this stacked against you, completing a mission is a shot of intense relief and joy. It's not all doom, gloom and nuclear fallout... PSM2

Expect a review after the film comes out, in our November issue.

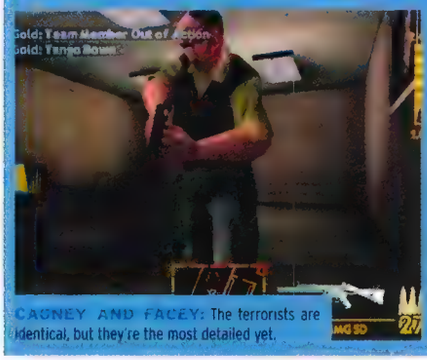
"YOUR FIRST ATTEMPT AT ANY MISSION ENDS WITH EVERYONE DEAD HALF-WAY THROUGH"

FEAR EFFECTS

2 Although one of only two on console, and sadly limited when it comes to colours and things, they do have some fairly good effects. Of some already mentioned. Like how it can be tricky and extremely disorientating that they're just one example of the numerous sweet touches hidden among the uniform colours.

SCHOOL CAP: Shoot a terrorist and they'll go down, only to flicker and vanish seconds after.

PANE IN THE GLASS. Windows have two smash animations: they crack first and then splinter.

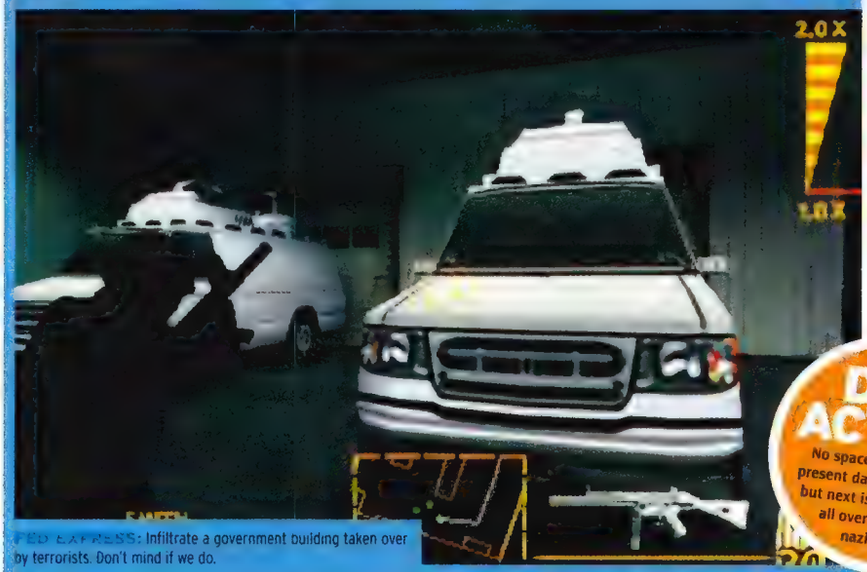


CAGNEY AND FACEY: The terrorists are identical, but they're the most detailed yet.

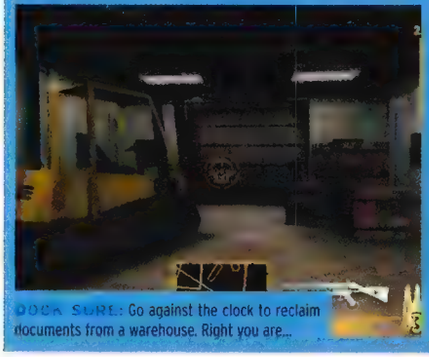
POINTY STICK: The auto aim's so slick that dealing with goon-packed rooms is a swift affair.

FEAR WE GO AGAIN...

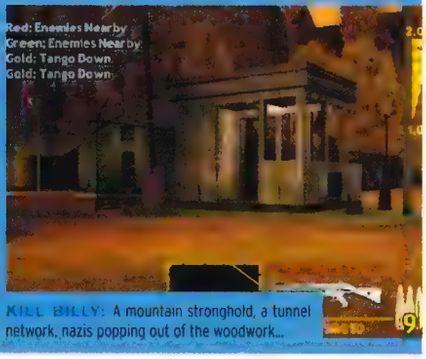
4 The first two levels of the game actually take place before the action of the film. In these, your squad is pitted against a hostile group of neo nazis calling themselves The Mountain Men. But, as the game progresses, the network who have organised the theft of the Russian nuclear warhead widens and your team find themselves posted to increasingly out-of-the-way locations.



FED EXPRESS: Infiltrate a government building taken over by terrorists. Don't mind if we do.



DOOR SURE: Go against the clock to reclaim documents from a warehouse. Right you are...

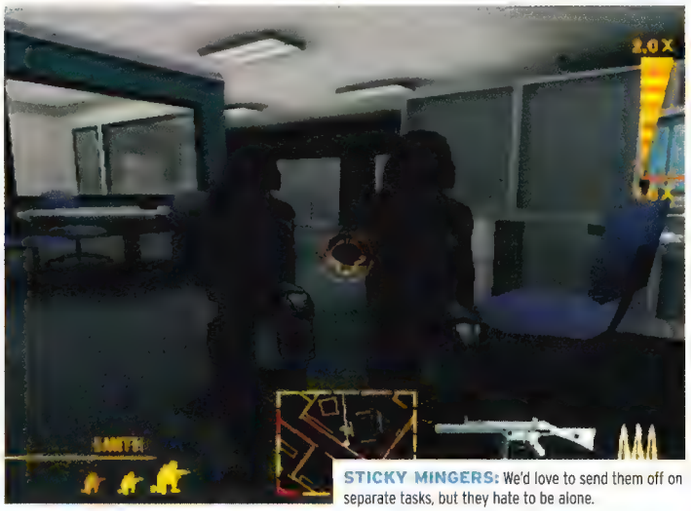


KILL BILLY: A mountain stronghold, a tunnel network, nazis popping out of the woodwork...

UP PERIDOPE: Standing up is risky business as whatever you do is mirrored by your dimwit squad.

IF I ONLY HAD A BRAIN

3 If any of your men manage to survive a mission, then they'll receive medals, the lucky sods. The more they get, the better their stats. These improved stats should then translate into improved covering fire, increased reaction times and sharper targeting speed and accuracy, and a less frustrating romp through the action for you. In practice, though, it's a rarity for the same trooper to make it through two levels consecutively, as their AI is criminally dim to start with, and they provide precious little help at all.



STICKY MINGERS: We'd love to send them off on separate tasks, but they hate to be alone.

HIGH REASON: Shut a door behind you and your team members won't open it for themselves. Like, dur.

INNOCENT DIE-STANDER: Hostages are another bane - they can't defend themselves.

HANDS-ON VERDICT

5 It's a perplexing fact that all of Red Soft's adaptations of Tom Clancy's novels play almost identically. During your first run through the level, everyone ends up bleeding into their boots. Come the second assault, you've got a better idea of who's located where. It's a formula that hasn't failed yet, but we think it's a method more suited to splitting your team up. When you're all lumped together you don't have the option of laying ambushes or organising covering fire.

You'll love it because...

The words Tango Down mean something other to you than a spilt fizzy drink.

You'll hate it because...

It's one of the most plodding FPS titles out there.

DVD ACTION
No space for clear and present dangers this disc, but next issue we Tango all over those neo nazi scum.

ORIGINALITY .....
HANDLING .....★★
PRESENTATION .....★★

THE SUM OF ALL FEARS

INFO
- **DEVELOPER** Red Storm
- **PUBLISHER** Ubi Soft
- **GAME TYPE** First-person shooter

ANTICIPATED FEATURES
- 11 levels rammed with nuke-stealing nazis.
- Three playable characters per squad.
- Around 17 different weapons sets, including Stealth, Assault and Breach.
- A five layered training mission.

WHERE IT'S AT...
- With the film out this month, Ubi Soft would be foolish to miss the opportunity. So, although the code needs some polishing, we're certain it'll be up for review next issue.

SCi GAMES

GUMBALL 3000 TM

" Fast, Furious & Fun"

P2

Developed by

www.sci.co.uk/gumball_3000

PlayStation®2 Sept 2002

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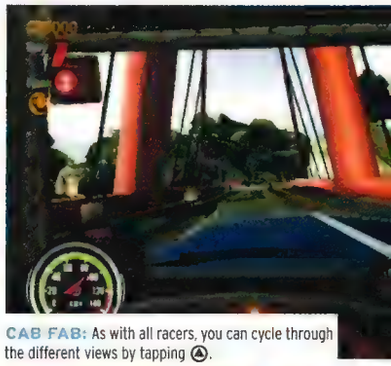
EXPECTED UK DECEMBER



CAB FAB: As with all racers, you can cycle through the different views by tapping ▲.

TAIL HYPE: Press alternate shoulder buttons and you can look down both sides of your vehicle. Good.

TRUCKING THE TREND

1 **Multiple views are entirely expected in the modern racing game. But *Big Mutha Truckers* uses the shoulder buttons to look in each of your reverse mirrors. It's quite a considerable buzz to look behind you each way and see the road filled with police-cars right on your tail. You may even, if you find yourself trapped hopelessly in character and the need grips you, "Yee-haa" gratuitously.**

BIG MUTHA TRUCKERS

18-Wheelers that are more entertaining than mid-'90s Creation Records nobodies. Hopefully.

MOST GAMES hate games journalists. Occasionally, a game will accidentally do something to make a games journalist's life a little easier. But only with – control yourselves – *Big Mutha Truckers* has a game been developed purely to smooth the bumps on the lazy ol' games journo's highway from playing the game to writing about the bally thing.

The title for a start. Clearly, calling a game *Big Mutha Truckers* allows a journo access to all manner of comedy gold. It's a ludicrous name, and sounds a bit like swearing – but, cleverly, also sums up everything you need to know about it. It's a comedy tinged truck-racing game with a twist. The twist in question is that the racing is the rat-race – going on long runs across the mid-west desert to gain cash to buy another dog for the trailer park back at home. Or similar.

The whole presentation literally throws things at the games journalist to comment on and make jokes upon. The choice of four comic trucker stereotypes to choose from. The *GTA*-aping radio stations. The fact that Motörhead's speed-anthem, the Ace of Spades, runs havoc all over the intro screen. The mechanics of the game where cash can be gained and then spent on sexier vehicles, bigger cabs and so on and so forth could be an article in itself. All are plentiful sources for journalistic nodding and, frankly, we applaud.

As well as making the discussion of the game easy in both comic ribbing and basic description, it even makes analytical clever-clever contextualisation easy: It's a post-*GTA* semi-freeform game going for the same mania-police-chase dollar, innit. All hail *Big Mutha Truckers*. If *Big Mutha Truckers 2* takes its own screenshots at sexy moments, it'll be our all-time-favourite game. **PSM2**

Truckers will be here to entertain us all by Christmas.

"IT'S A POST-GTA SEMI-FREEFORM GAME GOING FOR THE SAME MANIA-POLICE-CHASE DOLLAR, INNIT"

PSM2 FIRST PLAY

HANDS-ON VERDICT

2 **Immediately a bit strange – and genuinely hard to call which way this is going to go. The core of the Big Mutha Trucker mode is not implemented in the game, meaning we've yet to see the whole buy-low/sell-high and upgrade your truck thing in action. In theory, it should be highly entertaining. But will it?**

What's visible currently is the sense of humour, the highly entertaining radio stations and the sheer weight of the trucks. The satellite map makes driving to your destination fairly unfrustrating. The chases are suitably epic when you get going... but without seeing the economic side, it's difficult to see whether it'll work or not.

At the least, it's not your usual game at all.

You'll love it because...

It's a little different. Crushing police cars when driving an articulated lorry in *GTA3* was always a giggle.

You'll hate it because...

How much life is there really in t ruck driving? They're hardly nippy, are they?

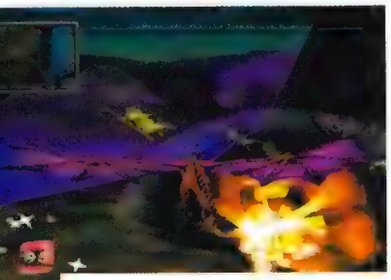
DVD ACTION
Keep your onions peeled for our unmissable *Big Mutha Truckers* visual experience on next issue's disc...

ORIGINALITY ★★★★
HANDLING ★★★
PRESENTATION ★★

SMAUG-ASBORD

1 The PS2 has past form when it comes to dragon-related games. Sadly, neither *Drakan* (75%) nor *Dragon Rage* (43%) have set the world alight. So even though Kuju's pedigree isn't fantastic – having previously failed to impress with the iffy *Lotus Challenge* and the very average *Fireblade* – *Reign of Fire* is at least respectable, if not quite great.

DRAKAN DAXTER: Saving the Spirit Dragon is the order of the day in this action RPG effort.



DUFF THE TRAGIC DRAGON: 3DO's worm game was a more of a wet fart than a fiery blast.

EXPECTED UK SEPTEMBER

REIGN OF FIRE

A post-apocalyptic, dragon-heavy fantasy adventure that's not entirely rubbish? Strike a light!

PSM2 FIRST PLAY

THE FIRST impression you get when you crank up *Reign of Fire* is just how drab everything looks. OK, this is Britain after the breakdown of civilisation, but surely that doesn't mean everything that's not actually on fire has to be cack-coloured? Honestly, the game's browner than your Nan's sofa, which is a pity, as the graphics, especially the gorgeously-animated dragons, are accomplished and detailed.

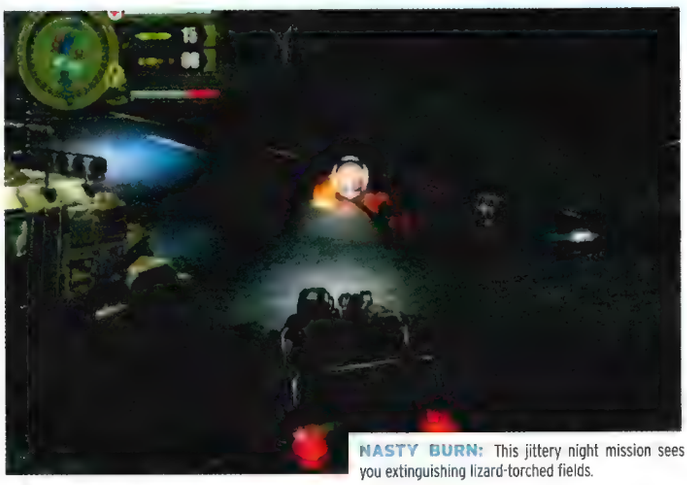
The game's based on its forthcoming parent movie, a clichéd post-apocalyptic tale of anarchic, sub-Mad Max bands of survivors banding together to stick one up Earth's new kings of the hill. The film looks to be a pretty humdrum affair, but the videogame gets along fine despite this. However, the movie tie-in factor means that developers Kuju had their hands tied somewhat. So, as well as the stool-shaded palette, the missions – especially the human ones – often seem formulaic, running along the lines of escorting trucks back to base, defending said base against the scaly menace while putting out reptilian-sparked conflagrations. It's the dragon missions that really catch your eye though, swooping on the hapless, impotent humans, snatching up smouldering trucks then dropping them back on to their tinder dry fortresses, before wheeling away to watch the fireworks. Or how about belching napalm gleefully at fuel dumps for a bit of (ahem) light relief.

"YOU'RE ATTACKED BY AIRBOURNE DRAGONS, WITH LASHINGS OF FIERY VENGEANCE RAINING DOWN"

The game is pretty polished, with impressive moments, such as when you're attacked by airborne dragons, with lashings of Old Testament-style fiery vengeance raining down, or the start of the first dragon mission, when you look down on the remains of Tower Bridge – Plant of the Apes style – and realise that the devastated landscape below you is London. But there are also a few niggles, such as the unskippable cut-scenes which kick in after an objective has been achieved to cover the next chunk of mission loading up.

On balance, this will probably be a good rather than a great title, with the limited gameplay holding it back. But at least it's got the potential to break PS2's crap dragon jinx, and for that we give praise. **PSM2**

The Bull and co. swoop down on us in September...



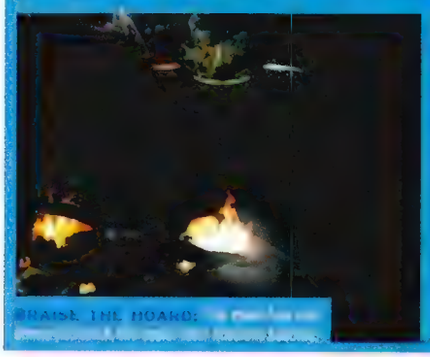
NASTY BURN: This jittery night mission sees you extinguishing lizard-torched fields.

DRAKE POINT

2 [illegible] features a much-vaunted 'flesh-eaten' system which dictates that every object – from vehicles to buildings – has an ignition point. This is a feature which, naturally, any self-respecting dragon will be vigorously putting on the test. However, it's something that humans will also need to be aware of, due to the very real potential of throwing a fuel dump or gas replacement sky high with an ill-directed burst of fire...

HOT POT: [illegible]

CRATE BALLS OF FIRE: [illegible]



BRAISE THE HOARD: [illegible]

SHERMAN DANK: [illegible]

PITCHER PALACE

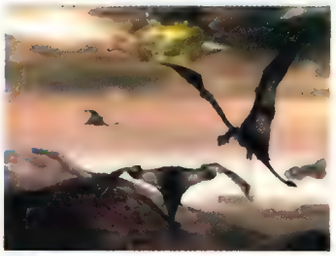
4 [illegible] a UK release date of 10 August, the movie design of [illegible] will be released by the [illegible] the latest title [illegible] and is expected to do massively well at the box office. In the two weeks since its release in the United States [illegible] grossing $43.8m, putting it in a remarkable 3rd [illegible] Some [illegible] even in the shadow of Planet [illegible] Corporation – [illegible]

WYVERN LONG TALE?: [illegible]

FREEDOM FIGHTER: [illegible]

FLAME GRILLED BURGHERS: [illegible]

DVD ACTION
We had a taster of *Reign of Fire* on disc #26, but if you missed it, the hottest dragon action will be on next months DVD.

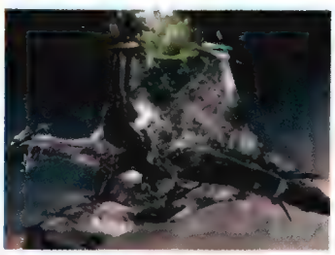


WORM FRIENDS: Get a few winged chargrillers together, and you'll be cooking on gas. Literally.

DRAGON ME DOWN

3 As detailed in PSM2 #26, there are eight different kinds of dragon, divided into two types: land and air. The former consists of Jackyls, Pitchers and Land Tanks, while in the air, there are Spitfires, Fireballers, Dive Bombers, Napalm Breathers and the Bull. We're particularly taken with the exquisitely potent Napalm Breathers, due to their seemingly infinite capacity to spew out hot flaming death to any unsuspecting human beneath.

SIMON LE BONFIRE: A dragon is capable of flambé-ing a building in a couple of seconds.



TALON CONTEST: The Ashley is an awesome sight. Guard it well, and you'll progress to the next stage.

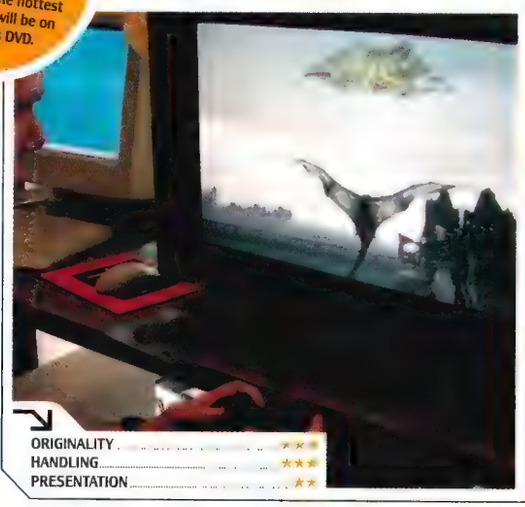
SWOOP THE LOOP: There's something strangely compelling about playing as a big dragon.

HANDS-ON VERDICT

5 *Reign of Fire* is good. Really quite good, actually, which is possibly a little surprising. But then, considering that it's based on a film which is largely CGI, it really ought to be. There are a few niggles, unfortunately, which are unlikely to change before the game is released, such as just how depressingly brown it is (think *Quake II* at a '70s compost convention). But, on balance, we're keeping an open mind as it is currently exceeding our expectations, and we're definitely looking forward to getting our hands on the finished code when it emerges next month.

You'll love it because...
Playing as a dragon is, well, just bloody great fun.

You'll hate it because...
It's bog-standard mission-based fare.



ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★★

REIGN OF FIRE

UP
- DEVELOPER [illegible]
- PUBLISHER [illegible]
- GAME TYPE [illegible]

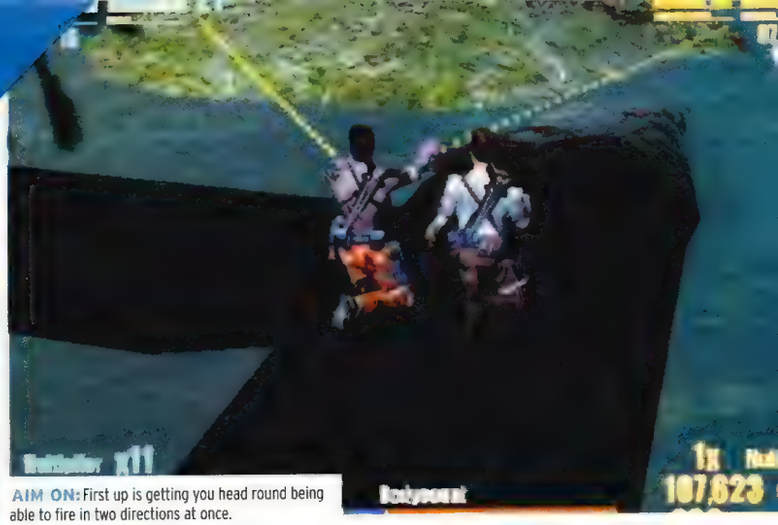
ANTICIPATED FEATURES
- The chance to play as [illegible]
- [illegible]
- [illegible]
- [illegible]

IT'S AT...
- As time is finished as a game we get bit by bit. Feedback from reviewing is next issue, which is out [illegible]

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK OCTOBER

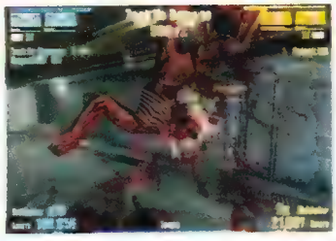


AIM ON: First up is getting you head round being able to fire in two directions at once.

POP TARTS

1 It's all about banging off round after round and hitting the pause button to allow your joints to recover every half an hour. But, for something so remorseless, the ways to dissect the recently exhumed are certainly varied enough for our liking. Shotguns, automatic rifles and that ever-reliable room clearer, dynamite, are all yours for the picking.

TEMPLE OF BOOM: The longer you hold ▲, the further you'll fling a stick of dynamite.



THIRST BLOOD: Get your gun skills off pat and you're rewarded with OTT displays of gore.

TWIN CALIBER

And you thought *Kuri Kuri Mix* was a spicy pile of analogue straddling weirdness. Just wait till you wrap your fingers round Rage's latest bizarre-em-up...

PSM2 FIRST PLAY

YOU MIGHT think *Kuri's* an odd game to cite when looking at shots of a toothpick chewing cop severing spinal cords with a shotgun, but the two games have one major factor in common – dual analogue controls. You see it's as if your character's been split down the middle as far as the DualShock 2's concerned. Left analogue stick, left hand, right analogue stick, right hand. Hmmm, yes, good, good. L1 shoot gun in left hand, R1 shoot gun in... You get the picture. Put the two sides together and you can concentrate fire-power in any direction you fancy.

This is great if you've got a PhD in rubbing your paunch while scratching your head, and fine as far as your polygonal fella's arms are concerned. But what about his feet? Well, that's all taken care of for you. See this is the kind of into-the-screen, on-rails, non-stop trigger action where camera angels are out of your control and freedom of exploration is a myth. Which, frankly, is a major limitation. Even *Gradius 3 & 4* allowed you some movement about the screen.

Here, though, you're locked into a 12 level roller coaster ride through a sea of bullet hungry zombies. You do get some lovely perspectives on the action as a result but, while this does add to the cinematic feel, it seriously hampers your ability to aim.

Up until now we've played three entire levels before the code locked up, and out of those, there were some memorable moments – replays of characters booting the undead in half, gallons of gore flooding out of corpses... However, the relentless gunplay and circular work with both thumbs will start to drag you down after a while.

DVD ACTION

Don't miss next issue's packed disc, where we bring you an explosive, exclusive developer interview. Stay tuned...

"DOES IT WANT TO BE A THIRD-PERSON ACTION ADVENTURE, OR A SHOOT-EM-UP?"

As with *Dino Stalker* last month, this is another game that's in danger of being caught in limbo between two styles of play. Does it want to be a third-person action adventure, or a shoot-em-up? If, as we suspect, it's aiming for the territory between the two then the danger is it could easily vanish into the void. PSM2

The code's still untidy, but we should have a review next issue.

HANDS-ON VERDICT

2 **Like guns themselves, *Twin Caliber's* fun but only in short, controlled bursts. Keep your digits pounding the triggers for any length of time, and the smell of spent cartridges soon starts to work its way right up your nose. The boss battles do add something to the overkill but it's more just a change of scene rather than anything you have to approach with tact or calculation.**

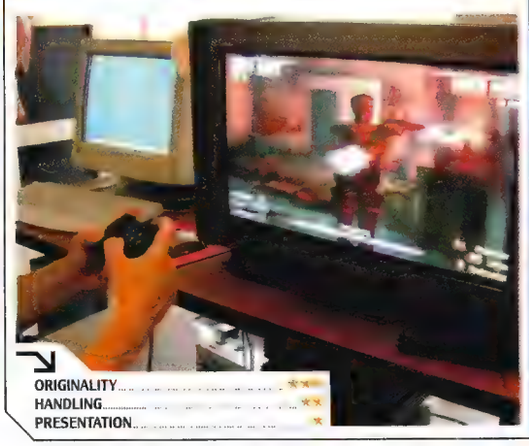
Despite the cul-de-sac of repetitive gameplay, there's something marginally satisfying to be had from gunning down gore-filled foe while presenting a front of cool, tooth-pick chewing composure. But, truth is, Dante from *DMC* does it better and with a lot more panache. So, it all boils down to whether the dual control gimmick can carry this to success.

You'll love it because...

You're one of the few people who want more shoot-em-ups.

You'll hate it because...

Relentless trigger yanking just isn't your style.



ORIGINALITY ★★★☆☆
HANDLING ★★☆☆☆
PRESENTATION ★★★☆☆

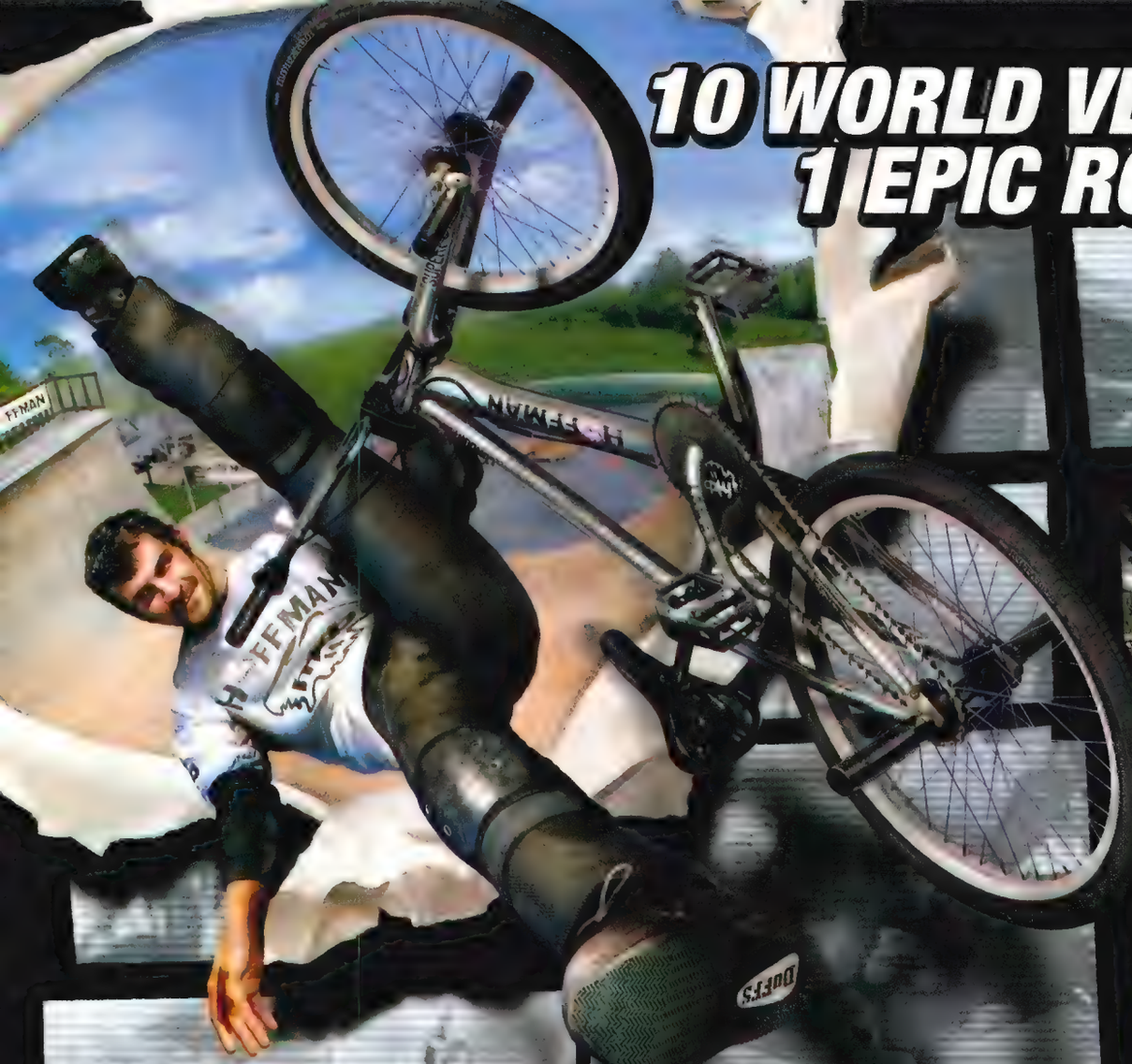
TWIN CALIBER

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

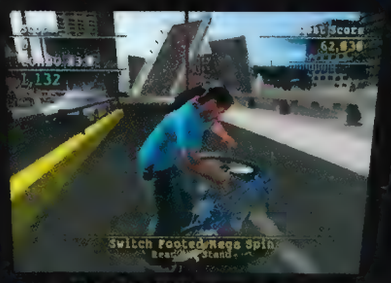
ANTICIPATED FEATURES

WHERE IT'S AT...

10 WORLD VERT TITLES. 1 EPIC ROAD TRIP.



Crank out huge airs like 10-time World Vert Champ Mat Hoffman.

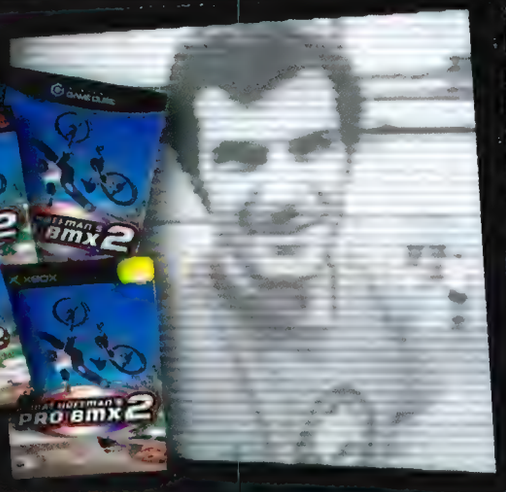


The only BMX game to offer flatland tricks.

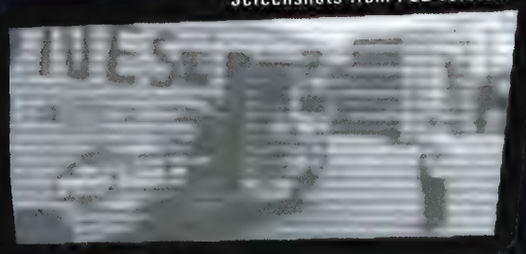
BMX WILL NEVER BE THE SAME...

Jump on the bus with **Mat Hoffman** and ten other top pros for the **ultimate BMX blowout** through eight U.S. cities. Pull hundreds of tricks and combos using the new **Trick Tweaking System** or keep it on the ground with **the only BMX game that offers flatland moves.** Unlock **behind-the-scenes video footage** from Mat's actual road trip and then snap shots of your best tricks for your own **photo scrapbook.** One day on this road trip and you'll know why BMX will never be the same.

MAT HOFFMAN'S PRO BMX 2



Screenshots from PS2 version



Force your opponent off the screen in the 02 exclusive PUSH mode.

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ACTIVISION O2

ACTIVISIONO2.COM

COMING SOON

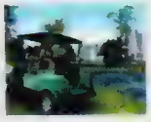
ONLY IN PSM2 – TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 GTA: VICE CITY

Screw the rest of Incoming, there's only one game you should be looking forward to and it's back on pg24.



2 TIMESPLITTERS 2

Just when we thought it couldn't get any more exciting, we deliver fresh details about the level editor

3 JAMES BOND: NIGHTFIRE

Swish like a swish army knife and five times as deadly We get shaken *and* stirred by the first Brosnan shots

4 TONY HAWK'S 4

Why not kill the timer and let the kids freeride until their trucks snap... Mr Hawk ups his mainstream appeal

5 MGS2: SUBSTANCE

Missed it first time? Then don't rush to get the original in *just* yet This should go light-years beyond it

6 GRAN TURISMO 4: ONLINE

Driven to distraction by the absence of any network news in the UK, *GT4* takes a temporary skid down the rankings.

7 INDIANA JONES

Even news of a 2003 release date can't dampen office zeal for a chance to play as our favourite grubby grave robber.

8 BURNOUT 2

Scream if you want to go fast... Aw hell, you won't have time to catch your breath with this post preview speed fiend

9 NEED FOR SPEED: HP2

Matching *Burnout 2* move for move and gearing up for the final showdown in our reviews section next month.

10 RATCHET & CLANK

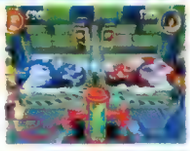
Big, generous and full of hidden interest As far as platformers go the bar's just been taken down and melted for scrap.

OUR LEAST WANTED

You can take your title and...

MARY-KATE AND ASHLEY

Marketed as "A real game for real girls" which we're sure will go down like a cup of cold sick with our female readers.

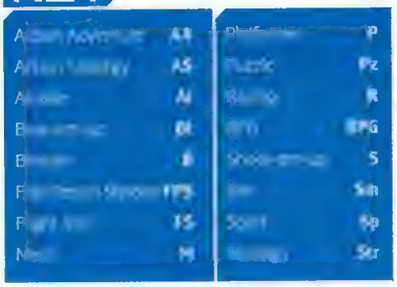


EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY



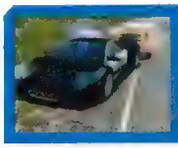
OCTOBER

Air Rescue Ranger	Midas	FS
Burnout 2	Acclaim	R

COLIN MCRAE RALLY 3

The flying Scotsman brea[ks] out [...] tracks for months

Crashed	Rage	R
Crash Bandicoot (Platinum)	Vivendi	P
Disney Golf	EA	S
Ecks Vs Sever	Bam!	AA
Formula1 2002	Sony	R
Go Go Golf	Midas	S
Gravity Games Bike: SVD	Midway	S
Knight Rider	Koch	R
Legia 2: Duel Saga	Eidos	RPG
LMA Manager 2003	Codem'ters	Sp
Lost, The	Ubi Soft	AA



NEED FOR SPEED: HOT PURSUIT 2

Cop, cars a[nd] [...] gentle and insurance cheap.

Ninja Assault	Sony	S
Onimusha 2	Capcom	AA
Ratchet & Clank	Sony	P
RLH	Virgin Int	AA
Robocop	Virgin Int.	FPS
Scorpion King	Vivendi	AA
Simpsons Skateboarding	EA	S
Soccer Slam	Infogrames	S
Sum of All Fears, The	Ubi Soft	AS
Taz Wanted	Infogrames	P
Terminator: Dawn of Fate	Infogrames	AA
Tom Clancy's Ghost Recon	Ubi Soft	AS
Tokyo Road Race	Midas	R
Treasure Planet	Sony	AA
Twin Caliber	Rage	AA
Xtreme Express	Midas	R

ALIENS: COLONIAL MARINES

Word on the underground is [...] schedule, we'll keep the faith.

NOVEMBER

Auto Modellista	Capcom	R
Batman: Dark Tomorrow	Vivendi	AA
Big Mutha Truckers	Empire	R
Black and Bruised	Vivendi	Sp
BloodRayne	Majesco	AA
Centre Court Hard Hitter 2	Midas	S
Club Football	Codem'ters	Sp

DAVE MIRA XXX

A slice of American Pie [...] tricks stretching for hours

Dark Angel	Vivendi	AA
Devil May Cry (Platinum)	Capcom	AA
Dragonball Z Fighters	tbc	Bt
FIFA 2003	EA	S
Frogger Classic	Konami	P
Getaway, The	Sony	R
Grappler	Midas	Bt
Halloween	Wanadoo	AA
Harry Potter: CoS	EA	AA
Haven: Call of the King	Midway	P
Indiana Jones: Emperor's Tomb	Activision	AA
Inquisition	Wanadoo	AA
James Bond 007... in Nightfire	EA	FPS
Kingdom Hearts	Sony	P
Legend of Alon D'ar, The	Ubi Soft	AA
Legends of Wrestling 2	Acclaim	S
LOTR: Fellowship of the Ring	Vivendi	AA
LOTR: The Two Towers	EA	AA

MICRO MACHINES

Old skool lower comed[y] [...] babe. *Micro and Maniacs*

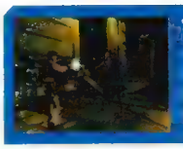
Macken Shao	Midas	AA
Malice	Vivendi	P
Marvel vs Capcom 2	Capcom	Bt
Mary-Kate and Ashley	Acclaim	B
Minority Report	Activision	AA
NBA Live 2003	EA	Sp
NHL Hitz	Midway	Sp
PES 2	Konami	Pz
Powerpuff Girls	Bam!	P
Project Zero	Wanado	AA

Rally Fusion	Activision	R
Rayman 3: Hoodlum Havoc	Ubi Soft	P
Reign of Fire	Bam!	S
Rocky	Rage	Sp
Rugrats: Royal Ransom	THQ	P
Shaun Palmer's Pro Snowboarder	Activision	S
Sims, The	EA	AS
Space Channel 5.2	Sony	B

SPLINTER CELL

Big Willy Gates w[ill] [...] believe that he's got this one all [...] good authority, it'll be [...] to PS2 as well. Hah!

Sponge Bob: The Flying Dutchman	THQ	P
Spyro: Enter the Dragonfly	Vivendi	P
Star Wars: Bounty Hunter	Activision	AA
Star Wars: Clone Wars	Activision	AS
Starsky and Hutch	Empire	AA
Summoner 2	THQ	RPG
Superman	Infogrames	AA
Syberia	Vivendi	AA
Tennis Master Series	Vivendi	S



TOMB RAIDER: TAOD

Handing over the reigns [...] putting up with he[r] [...] do? Confuse us?

Tony Hawks Pro Skater 4	Activision	S
Total Immersion Racing	Empire	R
Tribes: Aerial Assault	Vivendi	AA
Ty The Tasmanian Tiger	EA	P
White Fear	Vivendi	AA
WRC2	Sony	P
Wreckless	Activision	R
X-Men: Next Dimension	Activision	Bt

DECEMBER

Alpine Racer 3	Sony	R
ATV Quad Power Racing	Acclaim	R
Battle Bots	THQ	M
Broken Sword: The Sleeping Dragon	Virgin Int.	AA
Defender	Midway	S
GTA: Vice City	Take 2	AA
Falcone: Into the Maelstrom	Virgin Int.	AA
Hot Wheels	THQ	R
Jojo's Bizarre Adventure	Capcom	AA
Mortal Kombat: Deadly Alliance	Midway	Bt
Red Faction 2	THQ	AA
Rocket Power: Beach Bandits	THQ	R
Tak: The Power of Juju	THQ	AA

LATE 2002

Battle Engine Aquila	Infogrames	AS

FUTURAMA

SCi have handl[ed] ... is going to be great. Maybe...

Dinoz	Vivendi	Sp
Dinotopia	TDK	AA
Dredd Vs Death	Vivendi	AA
F355	Sony	AA
GT Racing	Midas	R
H_2Overdrive	Ubi Soft	R
Mercedes-Benz World Racing	TDK	R
Moji Ribbon	Sony	B
Monster Truck 2	Ubi Soft	R
Robotech: Battlecry	TDK	S
Rogue Spear	Ubi Soft	AS

ROBOTECH: BATTLECRY

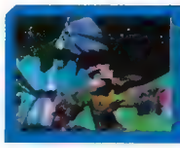
Another black mark on Joel's ... special for preview next month.

STAR WARS: THE CLONE WARS

ACTIVISION

PSM2 rallies the troops, polishes its light saber and strides out into... (thwawg). No, wait a minute (spatoomch). No... You see I'm not (ptow, ptow). Ah, perhaps it'll glue back on...?

Rubu Tribe	Interplay	AA
Samurai Jack	Bam!	P



VEXX

... Ratchet & Clank demo.

World Sports Car	Empire	R
WWE Smackdown! SYM	THQ	Sp

TO BE CONFIRMED/2003

13	Ubi Soft	FPS
Alter Echo	THQ	AA
Armored Core 3	tbc	M
Black and White	tbc	AS
Blood: The Last Vampire	Sony	AA
Bomberman Kart	tbc	R

BREATH OF FIRE 5

... apart from the crowd.

Breath of Fire 5	tbc	RPG
Bruce Lee	Vivendi	Bt
Cauldron	TDK	AA
Contra: Shattered Soldiers	Konami	S
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
CSI: Crime Scene Investigation	Ubi Soft	AA
Daredevil	THQ	AA
Dark Chronicle	Sony	RPG
Dead To Rights	Sony	AA
Delta Force	Nova Logic	FPS

DEVIL MAY CRY 2

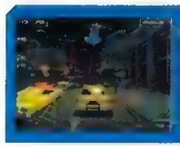
... It's only improved with age.

Disney All-Stars	Konami	Sp
Dr Muto	Midway	P
Dragon's Lair 3D	tbc	AA
Driver 3	Infogrames	R
Duke Nukem Forever	Take 2	FPS
Dungeons and Dragons	Infogrames	AA
Everquest	Sony	RPG
Evil Dead: Fistfull of Boomstick	THQ	AA
Football Mania	tbc	Sp
Freaky Flyers	Midway	FS

FREEDOM: BATTLE FOR LIBERTY ISLAND

... reworking of the Cold War?

Fugitive Hunter	Infogrames	AA
Ghostmaster	Empire	AA
Gladius	Activision	RPG
Gran Turismo 4: Online	Sony	R
Grand Theft Auto: Vice City	Take 2	AA
Gungrave	Sony	AA
Harvest Moon: Save the Homeland	tbc	RPG
Indy Racing League	Codem'ters	R
Jet X20	Sony	R
Jurassic Park: Project Genesis	Vivendi	AS
Lamborghini	Rage	R
Legend of Kri	Sony	AA



MIDNIGHT CLUB 2

... No really, think...

Metal Gear Solid: Substance	Konami	AA
Mission Impossible 2	Infogrames	AA
Monopoly Party	Infogrames	Pz
Nickelodeon Party Blast	Infogrames	Pz

NIGHTMARE CREATURES 3

... What're they like?

Nightmare Creatures 3	tbc	AA
Pac-Man Fever	Sony	P
Paris Dakar Rally 2	Acclaim	R
Pillage	tbc	AS
Primal	Sony	AA
Red Dead Revolver	Capcom	AA

RETURN TO CASTLE WOLFENSTEIN

... and diabolically disturbing.

Risk	Infogrames	Pz
Rolling	Rage	S
RTX Red Rock	Activision	AA
Rygar	Tecmo	AA
Shinobi	Sega	AA
Shoot to Kill	Codem'ters	FPS

SILENT HILL 3

... guns doesn't dilute the brew.

Sly Cooper	Sony	P
Snowboard Heaven	Capcom	Sp
SOCOM: US Navy Seals	Sony	AS
Spawn: In the Demon's Hand	Capcom	AA
Stung	tbc	AA
Suikoden 3	Konami	RPG
SWAT: Urban Justice	Vivendi	AS
Tiger Woods PGA Tour 2003	EA	Sp
Team SAS	Rage	AS
Templar	TDK	AA
Tenchu 3	Activision	AA
Thunderbirds	SCi	AA
Titanium Angel	SCi	AA
Transworld Surf	Infogrames	Sp
Unreal Tournament 2	tbc	FPS
Virtua Cop: Rebirth	Sony	S
War of the Monsters	tbc	Bt
World Championship Snooker	Codem'ters	Sp
World Rally Championship 2	Sony	R
WWE Crush Hour	THQ	R
Xenosaga	Sony	RPG
X-Men: Wolverine's Revenge	Activision	AA
Zapper	Infogrames	P
Zone of the Enders 2	Konami	P

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations.

DEVELOPER CONTACTS

Think their game's great? Or just a bit cack? Tell these people as soon as you can...

3DO
020 7490 1323
www.3doeurope.com

ACCLAIM ENTERTAINMENT
020 7344 5000
www.acclaim.com

ACTIVISION
01753 756 100
www.activision.com

ARGONAUT
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0870 600 3003
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www.lucasarts.com

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01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
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www.midway.com

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REBELLION
www.rebellion.co.uk

SCi
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www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

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www.playstation.co.uk

TAKE 2 INTERACTIVE
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www.rockstargames.com

TDK
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THQ
01483 767 656
www.thq.com

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UBI SOFT
01932 838 230
www.ubisoft.co.uk

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020 7551 4222
www.vie.co.uk

VIVENDI
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www.vivendiuniversal.com

WWE SMACK

SHUT YOUR MOUTH

Jean-Claude's long-lost brother and a man with a bus pass join the world's most violent pantomime.

INFO

- **DEVELOPER**
  Yuke's
- **PUBLISHER**
  THQ
- **GAME TYPE**
  Wrestling

DETAILS

- Variety of backstage areas modelled after Madison Square Garden and more than 14 Pay Per View Arenas, including Backlash, Vengeance and Unforgiven
- Improved Create-a-Wrestler mode, including a dynamic layer system and new thumbnails allowing even more CAW options
- An expanded partner system.
- Dynamic lighting effects and fully scaled arenas, complete with authentic Superstar entrances.
- Six-player tag team action

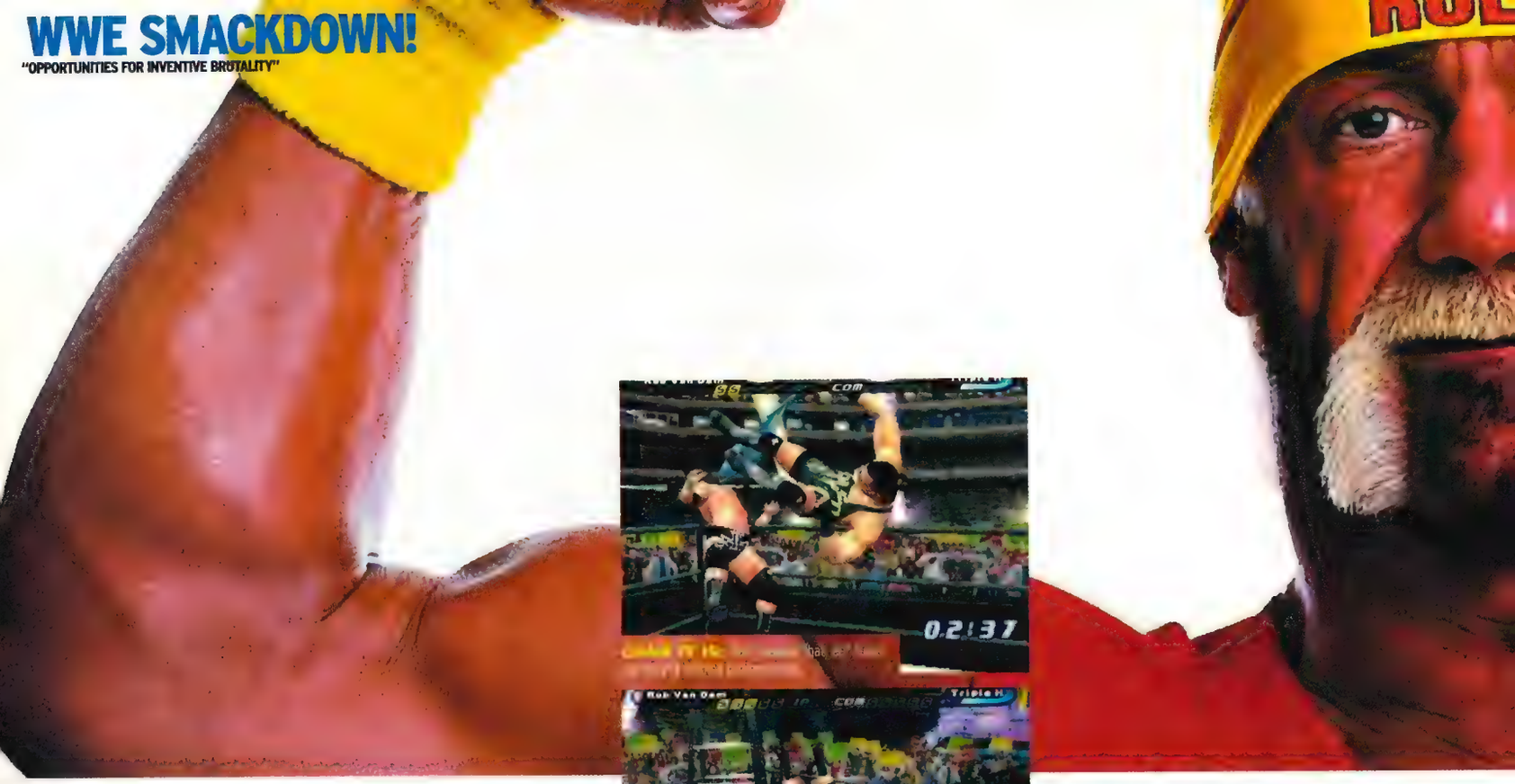
Usually, there's a predictable migratory pattern to the attention a wrestling game gets in the PSM2 office. Initially, *everyone* wanders over, smirking at the hoofs to the plums and asking which one The Undertaker is. Then, as the novelty of man-cuddling – the wrestling bigot's favoured term – wears off, the purists are left alone, murmuring about improved taunt animations.

Not so with *Shut Your Mouth*. Visually, it could go the distance with *Tekken* – slick animation and decent faces counting for a lot. It does wrestling panto better – rather than blocking punches, Triple H takes them and responds with an eye-watering chest-slap.

DOWN!
HULKAMANIA

WWE SMACKDOWN!

"OPPORTUNITIES FOR INVENTIVE BRUTALITY"



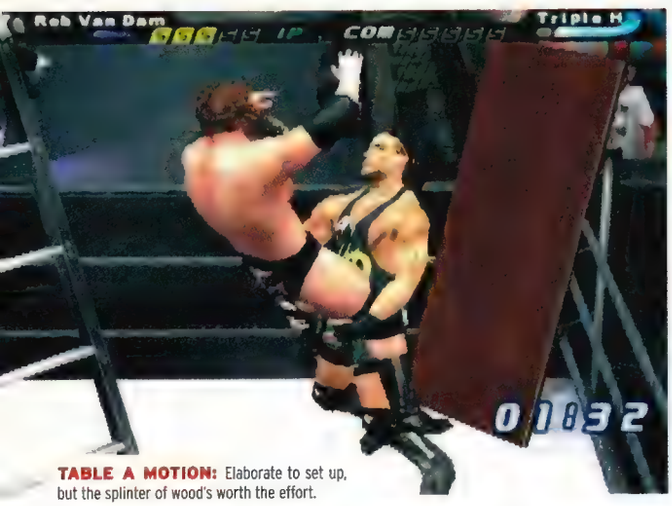


TABLE A MOTION: Elaborate to set up, but the splinter of wood's worth the effort.

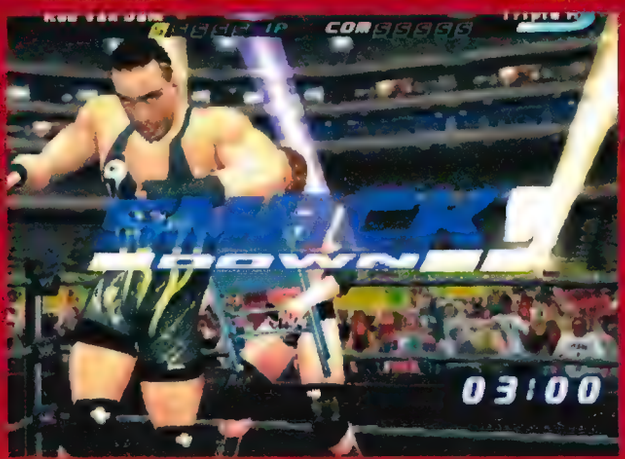
DDT FOR TWO: It's deeply satisfying to clang someone's head off the steel.

Most importantly, there's the sense that you can be *good* at it – the counter system seems less wearyingly effective, and the stun moves are easier to pull off. All very well for the casual gamer, then. But for the wrestling devotee?

Well, at least Yuke's have listened. Addressing one frequent criticism, the (Hell In A) Cell's now a free-standing structure surrounding the ring, rather than simply a cage with a roof. Apart from actually being, y'know, *right*, this adds to the opportunities for some inventive brutality – like grating an opponent's face against the mesh as he scurries for the door – um, for instance. Continuing the theme, it's now possible to do – yes – Jeff Hardy's classic run-along-the-guard-rail somersault, or pull off grapples with weapons. One move, for instance, involves knifing a chair into someone's abs, then cracking them in the skull as they double over. Another simply DDTs them, brain-first, onto the steel. Experimentation's rewarded – grapple someone on a table propped against the turnbuckle, for instance, and you'll catapult them through it. The only problem – hopefully to be rectified – is that there *still* isn't any kind of concussive payoff for it. Clatter someone with a chair while they're lying

"ONE MOVE INVOLVES KNIFING A CHAIR INTO SOMEONE'S ABS, THEN CRACKING THEM IN THE SKULL AS THEY DOUBLE OVER"

BOOKER PRIZE: RVD does a little dance to distract Booker. That, or a reverse Enziguri.



GRAPPLING WITH THE PAST

If your first experience of wrestling games was on good ol' PSone, you're lucky. During the '80s – decade of memorable wrestlers like 'Macho Man' Randy Savage, Hacksaw Jim Dugan and the Ultimate Warrior – you had to put up with the likes of Wrestlefest. Every bout – every bout – was decided by frantically waggling the joystick until it snapped and you got banned from the arcade. Although Earthquake's super move was pretty good. Anyway, what can we learn from wrestling games past?

WWF WRESTLEMANIA
Acclaim-published arcade conversion which briefly tried the *Mortal Kombat* approach, except with the likes of Yokozuna and Doink The Clown 'bleeding fish and skittles. Top combo-oriented fun – especially the Undertaker's urn-whack – but very little to do with 'real' wrestling.

WWF IN YOUR HOUSE
Another go at the digitised 2D look, except somehow worse, despite being from the same developer. New backgrounds, like Owen Hart's house of cards level and moves like Bret Hard's eye blast, might have been pushing the reality envelope a *shade* too far.

SCHOOL OF HARD KNOCKS

Team PSM2's notoriously influential on the games development community – usually thanks to our encyclopedic knowledge of games and, sometimes, reasoned argument. But what if we were to, say, handcuff Yuke's to a turnbuckle and biff them with a chair? And they offered to include our demands, as long as we stopped whacking them? What *would* we ask for? Mmm?

- Proper near-death bumps – like Mick Foley's infamous Hell In A Cell plummets – leading to some lengthy spells on the floor.
- Blood. Not in every match, to be fair, but let's see Ric Flair plastered in crimson face-paint occasionally. That'd be really gratifying. Truly.
- Appropriate damage. Sledgehammers should be a rarity – but if you get clouted with one, you're out. Just like in real life.
- Stricter refs – we want instant disqualification for hitting someone with a sledgehammer. Unless he's distracted.
- Shifts in momentum should be rewarded with lung-puncturing Smackdown moves, as in the otherwise dreadful *WWF Raw* on Xbox.
- If the crowd's going to look that bad, just ditch them. *Ditch* them. Clang!

prone on a ladder, for example, and they'll hop instantly to their feet. Sort it out, eh?

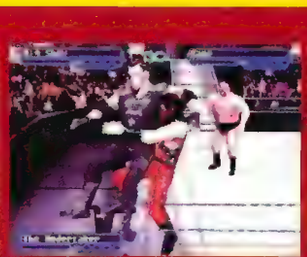
Roster-wise, the new talent might be predictable, but some inclusions are surprising. Brock Lesnar's there, all muscle, tattoos and anger, with his trademark range of brutal slams and bombs. The Hurricane's there, striking heroic poses and getting his head kicked in. Blimey, even Torrie and Stacy are there, doing, um, those moves... that... they do. Maven, Jazz, Kevin Nash, Lance Storm, Randy Orton, Shaun Stasiak, Ric Flair, and the Hulkster are new – but it's also nice to see the return of Shawn Michaels and X-Pac. We're fairly indifferent to Mark Henry. There's a question mark over Stone Cold's presence in the game – we've seen code including him, but his walkout from the WWE makes it pretty unlikely that he'll be in the final cut. Scott Hall, also in the initial roster, probably

"BLIMEY, EVEN TORRIE AND STACY ARE THERE, DOING, UM, THOSE MOVES... THAT... THEY DO"

FACE OFF: See The Rock's determined facial expression and receding hairline? Progress.

WWF WARZONE
Acclaim's first crack at 3D wrestling. Complicated moves and fiddly grappling messed up an otherwise solid game. Notable for its chants ("Rocky sucks!") and commentary that worked OK identifying every move and getting excited every time someone hit a special.

WWF ATTITUDE
An improvement on Warzone, with slightly easier moves, Shane-O-Mac and Jerry Lawler arguing on the commentary, and the inclusion of a proper First Blood match. You could even do moves off the apron. And then Acclaim went and lost the licence. Damn them.



WWF SMACKDOWN
THQ made the bold step of getting rid of energy bars and 'earning' special moves in their first attempt, got a Christmas number one and never looked back. Perfunctory, but reasonably decent career system and big whizz-bang wrestler licence sealed this one's appeal.

WWF SMACKDOWN! JUST BRING IT
Even flashier intros than its predecessor, even more wrestlers – and, to top it all, a stupid, stupid career mode that forces you to sit there and watch other wrestlers' tiny energy bars go dwindling down for *every single match*. Still a success though, obviously.

WWE CRUSH HOUR
Layeth the rubber down in the Rock's speedster! Compete in ladder and hardcore matches! Annihilate competition with the 'Powerslide Advantage!' it says here. A car game based on the WWF *could* be good, but we'd bet wheelbrains to wingnuts that this one won't.

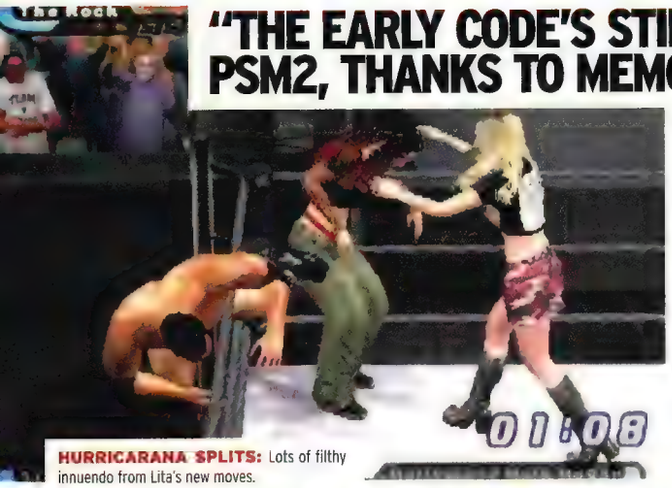
WWE SMACKDOWN!

"PLENTY OF PLUM-HOOFING"

WHO CHAIRS WHAS: [illegible] doesn't work in a match that has [illegible]

WITH THIS RUNG: Shamo moves on the ladder don't seem to have [illegible]

"THE EARLY CODE'S STILL ENTERTAINING PSM2, THANKS TO MEMORIES OF HULKAMANIA"



HURRICARANA SPLITS: Lots of filthy innuendo from Lita's new moves.

SLAPPER'S DELIGHT: Stacy's got the traditionally crap 'girl' special move.

LOVE IS IN THE CHAIR: Well, that's not true. But we've a certain affection for cold steel.

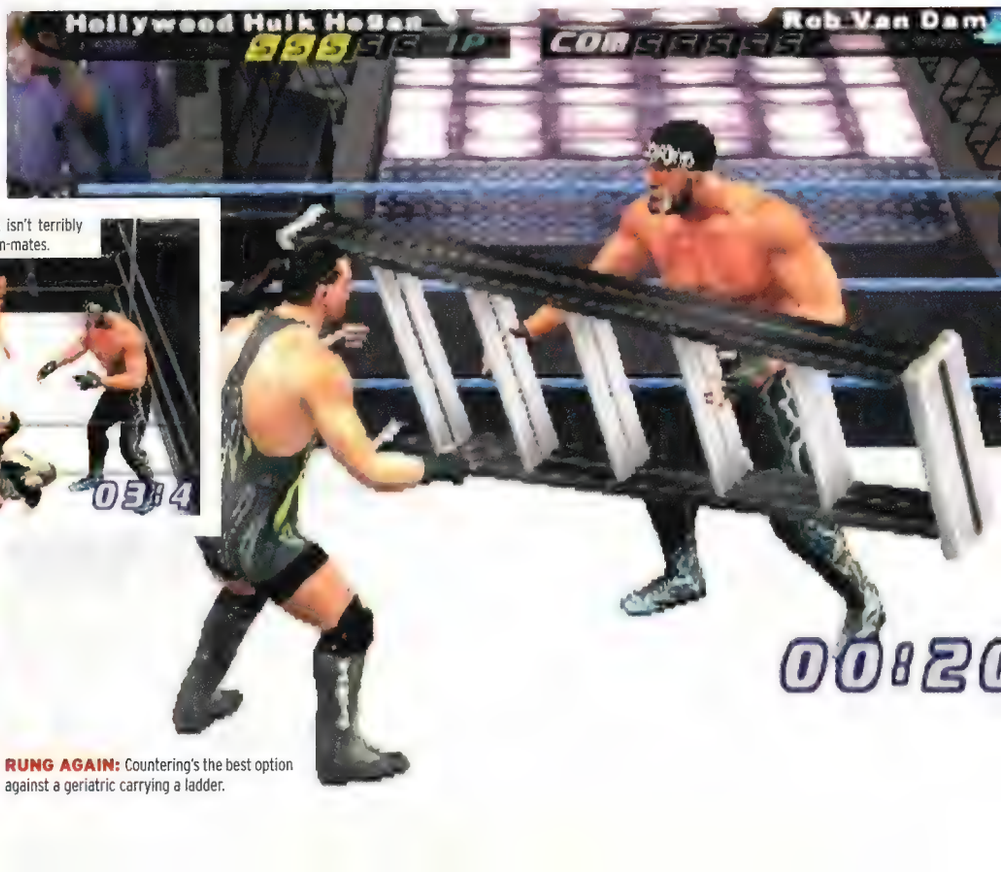
won't make it either. Speaking of which – *that* Story mode has been changed radically. Gone is the endless first-person strolling, the three-match structure and the general repetitive nature of the original. What you'll hopefully be seeing is an experience more akin to a full season, with events like the nWo invasion along the way. There's also the opportunity to 'add wrestlers to the WWE draft pool.' Whatever that means.

In terms of gimmick matches, little's changed. Additions to the line-up involve superficial renaming – Slobberknocker Anywhere's not much different to a Hardcore Fourway – or variations on existing match types. The new Captain Fall Tornado Six-Man Tag sounds ridiculous, but it's almost certainly an adaptation of Mexican rules tag, where a three-man team can be defeated by pinning the one wrestler chosen as its captain. The most significant change is the six-player mode, as used in Elimination Tag matches or the Royal Rumble. There'll be more triple-team moves – and for people without two MultiTaps, more control over your AI partners.

Finally, there's the commentary. Last time, we were practically forced to switch it off by idiot murmurings, such as Michael Cole's: "There is no disqualification in the... singles match!" This time, we're promised the A-team (JR and Jerry Lawler) as well as the B-listers (Michael Cole and Tazz), along with more specific, hopefully less stilted chatter.

So who'll be huddled round the PS2 in November? Hard to say. The early code's still entertaining team PSM2, thanks to childlike memories of Hulkamania and, yes, plenty of plum-hoofing/tweaking, but it'll take more than cheap pops to romp home with the title. **PSM2**

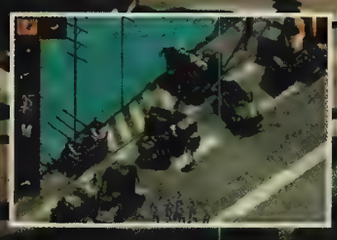
WWF Smackdown! SYM's due out for the pre Christmas pester-fest.

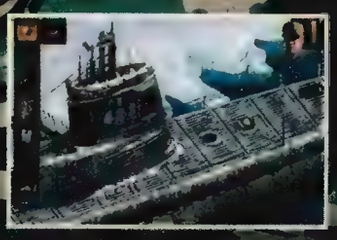
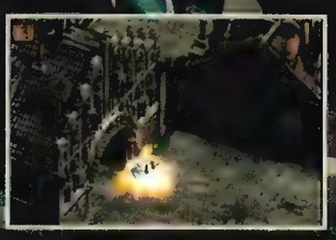


TAG O' TRICKS: The Rock isn't terribly considerate when it comes to team-mates.

RUNG AGAIN: Countering's the best option against a geriatric carrying a ladder.

THERE'S NOWHERE TO HIDE



OUT ON PS2 AND XBOX - SEPTEMBER 2002

History is in your hands

From the heart of the Third Reich to the most remote islands in the South Pacific, Sergeant Jack "Butcher" O'Hara and his elite group of veteran soldiers must combine their expertise and venture deep into enemy territory in an attempt to change the course of World War II. Completely Interactive Environment: steal enemy uniforms and weapons, climb poles, swing from cables, swim and dive underwater, drive tanks and ships, climb into buildings and much more.

COMMANDOS 2 MEN OF COURAGE

EIDOS INTERACTIVE

TYRO STUDIOS

PlayStation.2

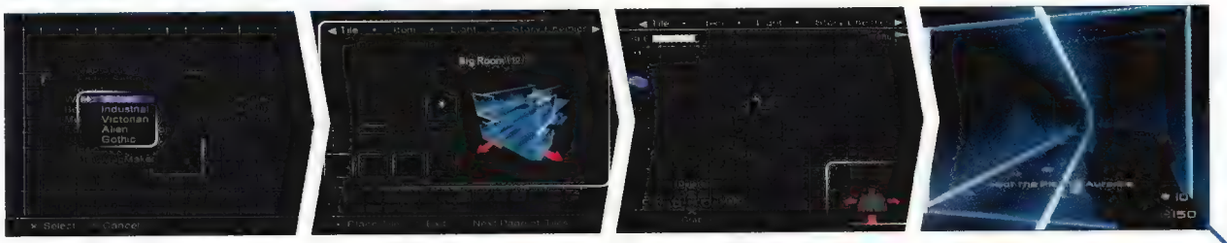
XBOX

PLANDULAR FEVER

Before we lay down the definitive verdict on *TimeSplitters 2* next issue, we take you on a felt tip trip back to Free Rad's interactive drawing board.

Just over two years ago PSM2 tried to recreate the layout of our offices using the *TimeSplitters* level editor. The resulting environment was bland in texture, devoid of life and filled with strobing lights which – at the time – was spot on. So we had a laugh at the disco lights, and then slapped the MultiTap2 back in. Twenty-five months later (sweet Jesus) and we're assessing the latest 'create a level' offering from Dave Doak. Question is, have Free Radical done the same number on this bonus feature as they have everywhere else in their second instalment? Grab your hard hats and trowels and help us build an answer.

START OF THE MATTER



Things pan out in much the same style to begin with. First, you have to choose which of the five environments on offer you'd like to opt for. We go for the Tron-like joys of Virtual.

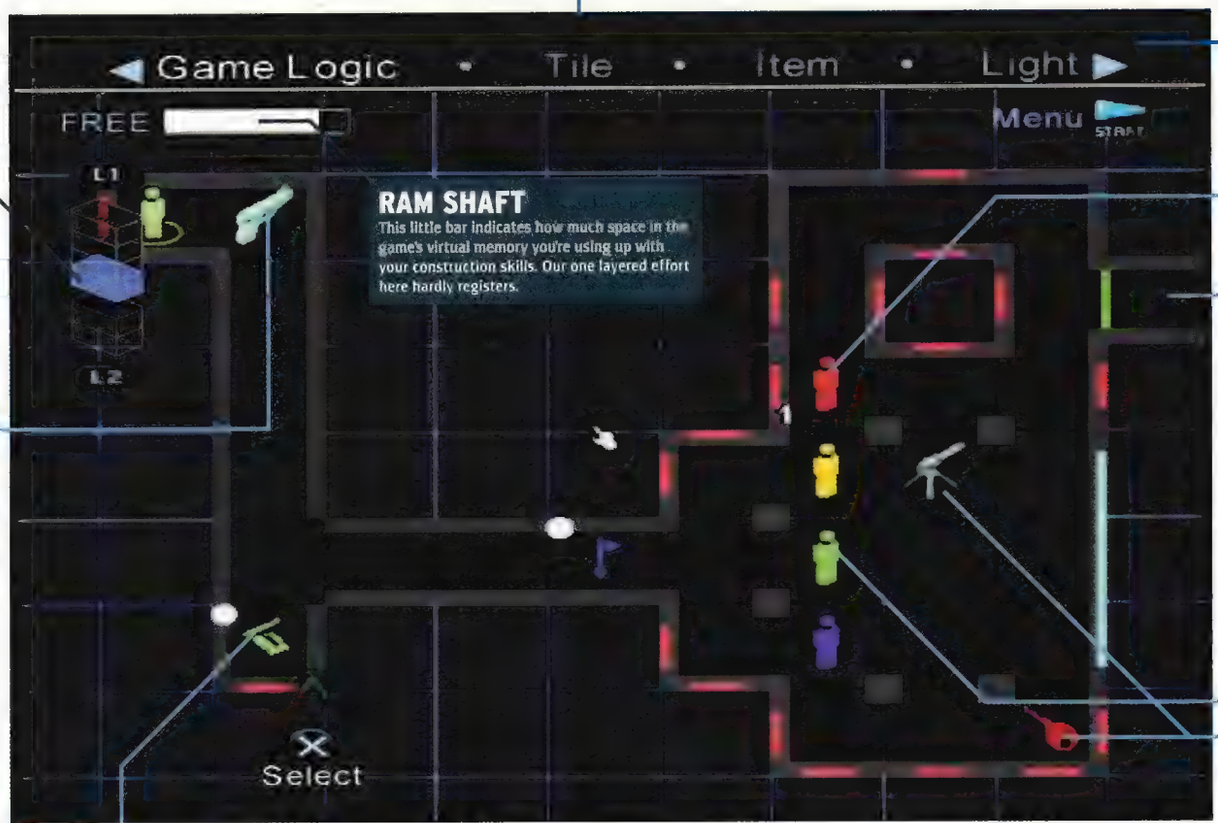
Next, we create the basic layout for the level using the various room models lifted from the game's extensive library. Slot 'em together like pieces of Lego and you're up and running.

The walls are in now but, like all good plasterers, you've got to get on with some of that rendering. The Tile option on the top bar provides a wide selection of different finishes.

You can hop inside and have a quick scoot around your budding creation whenever you fancy. Once you're completely happy though, it's time to move on to the small matter of population.

LEVELLED BOUT

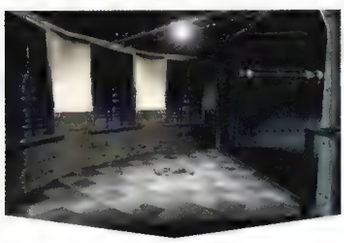
Tapping L1 and L2 allows you to skip between the different layers of the level. You can have up to seven on the go at once, and altering light effects (see over) will either 'locate' them above or below ground.



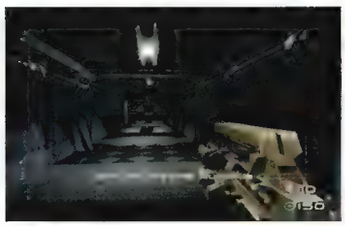
CACHE 'N' CARRY

Select Item from the top bar and you can place health packs, spare ammo, power-ups, teleporters, bags, bases and keys anywhere you like. Here, we open up our favourite sub menu: guns and ammo.

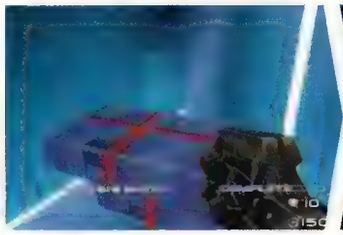
Once you've placed a weapon, you can enter the level and make sure it's in the correct place. Dead handy if you want to hide the more powerful tools in a secluded backwater.



All the weapon sets from the one-player game are in there, but you can also mix and match to your heart's content. Here we've opted for the sticky, explosive fun of the Plasma Autorifle.



WE ARE OBJECTIVES



OK, so finding the elusive key and opening the door out of the level is our main concern here but, like the file burning on the Dam demo level, let's give ourselves an optional secondary mission.

Check the pause screen to see if it's registered. Yep, it looks like we've found and activated the switch. Now we can head into the main room and deal with the tree goons that are lying in wait.

You can also give objectives to the 'bots on the level, as well as upgrade their logic so that they react in different ways to specific situations – like running away when they take a certain amount of damage.

ANGLE DE LIGHT

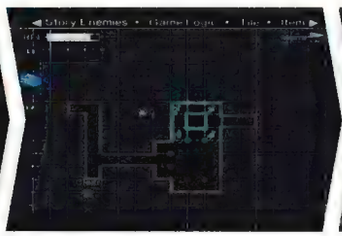
Scroll along the top bar of the screen using ← and → on the D-pad, and you'll eventually reach the Light option. Time to brighten up these dingy tunnels by selecting a fave colour from the palette.

The grey squares here denote the normal white, overhead lights that you see everywhere, while the red circle at end of the level represents a sleazy conclusion as far as illumination is concerned.

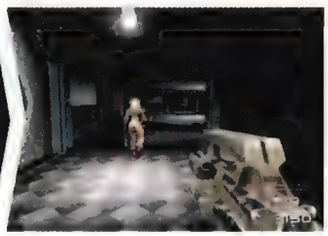
Once again we nip inside the level and quickly peg through to the end to make sure everything's exactly as we imagined it. Right, open the door at the end and... Ta-da, our very own red light district... or cupboard.

MY WAY PATROL

Here we've placed the first of our 'bots on the map. It's the Jungle Queen herself and we want her to do something a bit more exciting other than just stand around waiting to be shot.



Go to Story Enemies and you can set way-points for her to patrol. Or, you could give her a stationary start point, or even a location from which she'll spawn when a player enters a predefined zone.



Back into the microcosm now, and we trail her as she follows her preordained path. Don't worry about her dullness, though – pop off a cap and all the attack and survive routines will spring into action.

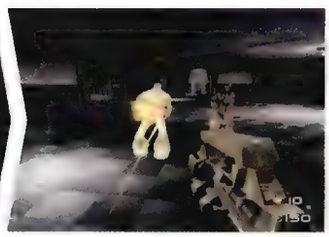
BONE OF THE ENDERS

We've sorted out our schematic, we've filled it with 'bots, we've got all the power-ups and weapons in place... Now all we need to do is see if it's possible to make it through the thing in one piece. Our basic level here gave us little trouble but we reckon, once you've sucked the free memory dry, you'll have something that'll compare well to the levels designed by Free Radical themselves. Call this a sub-game? They should market it separately at a budget price.

FOLK STINGER

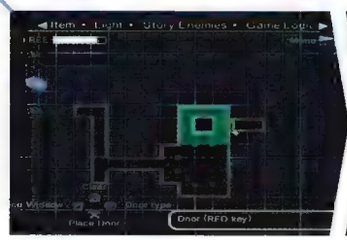
Let's have a party. We head to the Story Enemies section once again and have a scan through our chosen character set – predominately the Wild West crew with a few others thrown in for effect.

The Jungle Queen is already on patrol, so let's add the Colonel into the mix as a stationary 'bot, while the Monkey and Stone Golem can respawn at a designated point after a set period of time passes.

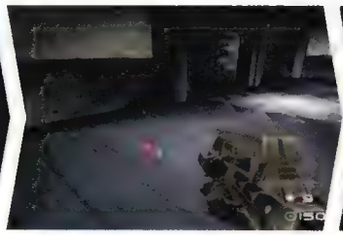


Back down the tunnels you go like a clockwork ferret and... Yep, there's the Stone Golem, but that's not the Colonel, is it? Oh arse, we've selected the Wood Golem by mistake. If at first...

ITEM POLE



There are numerous items that you can also place on the map to add yet more depth to the strife. Off we go to the Item list again, only this time it's a locked door we pull out of the goody bag.



And locked doors mean keys... You can have up to four of the little blighters per level – red, blue, yellow and green – and, if you so choose, you can be a right devious git about where you hide them, too.

So what's left? Ah, why not chuck an Auto Gun in there while we're at it? Ground mounted this time, we reckon, although you can also go for the wall clinging variety if you prefer.

JOB'S A GOOD 'UN

So this is the house that PSM2 built. It won't win any awards for architecture we'll admit, but we've only just started getting into this massive and incredibly detailed game-within-a-game. Cast your mind back to everything we were raving about last issue and it's obvious that only a disaster of global proportions is going to halt *'Splitters 2* in its tracks. Now, let's just see if we can build something that looks like a fax machine out of crates and health packs...

WIN! A FILTHY GREAT MOTORBIKE!

Bam! Entertainment are letting you celebrate the release of the upcoming road-scorching *Riding Spirits* in spectacular style.

To honour the imminent release of *Riding Spirits* – the game that's already being hailed by some as '*Gran Turismo* on bikes' – Bam! is giving you the chance to win one of five copies of the game. Plus one lucky overall winner is going to be on the receiving end of a Kawasaki ZX636-A1P Ninja ZX-6R motorbike worth almost £9,000. Yes. A real one. A genuine, grade-A Tarmac-chewing monster. Worth nine grand. You want it? Of course you want it. So do we. And all you have to do to be in with a chance of winning this gorgeous meaty hunk of hardware is to correctly answer the simple question below. Go to pg78 and read our review for a clue. If your answer is the first to be plucked from Joel's immense sack, you'll be the proud owner of your very own lime green Ninja. Good luck.

Which Japanese company is developing Riding Spirits?
A Point B Spear C Spike

THE PRIZE

KAWASAKI ZX636-A1P NINJA ZX-6R

Engine	636cc, Liquid cooled, 16 valves, power 113ps, 6 gear
Frame	Aluminium perimeter
Suspension	46mm cartridge front fork. Aluminium swingarm, Uni-Trak rear suspension. Both have compression/rebound damping and preload adjustment.
Tyres	Front – 120/65-ZR17 Rear – 180/55-ZR17
Brakes	Front – Semi floating twin discs, 6-piston calipers. Rear – Single disc
Dimensions	Wheel base 1400mm, seat height 820mm
Dry weight	174kg
Beverage cup holders	None that we know of

The overall winner and four runners-up will each receive a copy of *Riding Spirits*.

HOW TO ENTER:

1. Write your answer on a postcard and send to 'Two Wheels Are Better Than None', PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
2. Email us with the answer at PSM2@futurenet.co.uk – remember to put 'Two Wheels Are Better Than None' in the subject line.
3. Please include your name*, address, age and phone number on all competition entries. You must ensure that you declare that you hold a valid UK licence for this category of motorcycle. If you fail to state this on your entry you will only be entered for the game.

*If you do not wish your name to be used for further marketing information, please state this on your entry.

COMPETITION RULES

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"A TARMAC-CHEWING MONSTER"
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PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

"TEMPERATURES ABOVE 24° CAUSE INTOLERANCE. AT ABOUT 27°, THE MURDER RATE SHOOTS UP."

JOEL

It's been hot in the PSM2 office. About 29°, most days. We've got four fans and a bin-full of Magnum wrappers to keep us company. And it wouldn't matter, honestly, except that for some reason, *three* companies have rung up to criticise marks we've given their games in the past month. Tellingly, this pressure almost always comes from big companies. The ones who suggest we're wrong when we slate their titles because lesser mags give them all 78 percent in the quest for free beer and holidays. One expressed concern that we'd "missed the point of the brand".

Hang on. It isn't *our* job to worry about whether some 'product' fits some company's 'vision' for a 'brand'. It isn't our job to appease publishers who've sent us to (say) Los Angeles in the hope of getting high scores for some half-assed half-finished game. Hell, it isn't even our job to give feedback to developers – *but we do that anyway*, because if they want to make better games, we'd like to help them. No, our job's fairly simple – to tell you which games are worth spending your money on. If that means playing them in an office that'd be uncomfortable for a camel, fine. But *don't* criticise us for doing our jobs properly. At 29° you never know what'll happen.

PSM2'S MANIFESTO

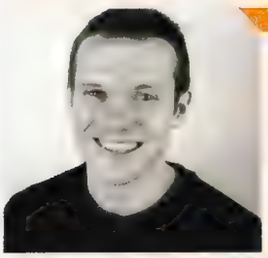
PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.



DANIEL DAWKINS

- **SPECIALIST IN:** Extreme Sports. Duuude
- **HAVING FUN WITH:** Tekken 4

Dan's turned to homeopathic medicine this month, nursing his shattered fingers with a mixture of eye-watering vindaloo and Aunt Bessie's cooking lager.

ADRIAN LAWTON

- **SPECIALIST IN:** Driving like a loon
- **NOT HAVING FUN WITH:** Ferrari F355 Challenge

Adrian doesn't answer to the laws of man – only to his own bizarre, whims and impulses. We keep a bullwhip in the office for when he's writing captions.

JONATHAN BRYANT

- **SPECIALIST IN:** Robots and Monsters
- **HAVING FUN WITH:** Lethal Skies

'Jolly Green' Bryant has spent the month arguing with Joel about the merits of robots in games. Joel hates them. Jonnie loves 'em. But then, Jonnie hates jazz.

ALEX COOKE

- **SPECIALIST IN:** Palaeontology
- **HAVING FUN WITH:** Turok

Will AC's punishment never end? If it's not seagulls rutting outside his bedroom window, it's the tiny men that live under his fingernails telling him to 'scrape'.

DANIEL GRIFFITHS

- **SPECIALIST IN:** Ladies, Underwear, Chocolates
- **HAVING FUN WITH:** The Thing

Piltdown' Dan's cheeky smile doesn't fool anyone. So we've been collecting a sample of his blood in a dish and putting a red-hot wire in it. Every damn day

TIM WEAVER

- **SPECIALIST IN:** Bank Robbery, Surfing
- **HAVING FUN WITH:** Ninja Assault

'Ecks Vs' Weaver moves without sound. The only chance we've got of giving him review code is sprinkling crisps across his likely paths of movement.

JAMES WHITE

- **SPECIALIST IN:** Looking Cool
- **HAVING FUN WITH:** Black Hawk Down

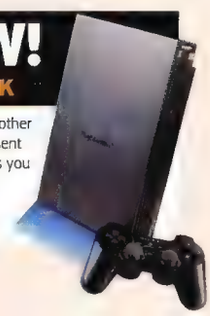
If you've got a problem, and no-one else can help – and if you can find him.. James might just tell you to 'get away from his desk'. He's fickle like that

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

PSM2, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW



›THE DEFINITIVE VERDICT

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

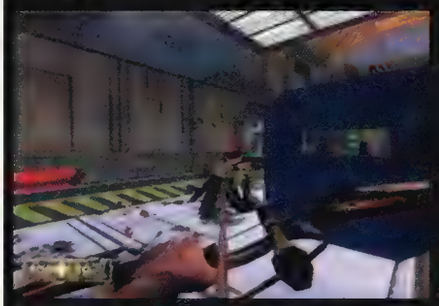
85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

THE THING 062
TUROK EVOLUTION 068



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OUT UK 13TH SEPTEMBER

THE TH

"ONE OF YOU WILL SPROUT AN EXTRA HEAD AND SPRAY THE

- CODE TESTED
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE
- EXTRAS

DETAILS

ING

WALLS WITH BARF"

Great movie becomes great movie licence. And not a platform in site. Ice to see you – to see you, ice...

REVIEWER: Daniel Griffiths

Boo! Did I scare you? What about now? Booo! There. Any better? OK, close your eyes. Wait. Wait... BLARGH! What about that time? No? It's a tough business, this scaring people lark, isn't it? Let's be honest. When was the last time you were really scared playing a videogame? Think about it... It's pretty much 'never', isn't it? All this talk of soiling yourself playing *Resident Evil*. Or having violent nightmares after playing *Silent Hill*. OK, so the dogs jumping through the windows in *Resident Evil* was an inspired idea that five years later we're still typing about in reviews, but *Silent Hill* being genuinely scary? No, I don't think so. We spent more time worrying about the sanity of the men who'd created the game than we did mopping up after ourselves. And *Project Zero*? Small girl takes pictures of ghosts? Brrr... Do me a frikkin' favour...

So... *The Thing*. Another shock-horror videogame, this time inspired by the genuinely disturbing flesh-fest that is The Thing, the movie.

SHACK-ATTACK: While padding about in the snow you'll discover a plethora of run-down shacks where nasties lurk.

So any sleepless nights? Any ruined soft furnishings? Any trousers in the incinerator? No – bowels as clean as a whistle.

Instead we have a perfectly good action adventure game. Things jump out, claret is spilt, everyone has a perfectly enjoyable time but thanks to a shopping list of petty moans it stops a wine-aisle short of greatness.

For a start it's not scary at all (when the film was actually quite stomach-churningly repulsive). There's the small matter that as far as videogame locations go, a clutch of sheds in the middle of the Antarctic isn't exactly a dream locale.

Next there's the rapid turnover of characters that make you a tad confused, and the ceaseless piling on of sub-missions that leaves you harassed. There's the fiddly controls (and if ever there was a game where pressing the wrong button at the wrong time spelt disaster, it's right here). And the feeling that all the plot and story is happening somewhere else while you're busy hiding in a shed.

The *Tomb Raider*-like auto-aiming that means you can just hold fire down until everything stops trying to kill you. And, and, and, oh there's a squillion other things that show that the game's makers were on the cusp of greatness before the bell rang for hometime.

At *The Thing*'s core lies a unique and grossly ambitious idea for a videogame. *The Thing* is *Tomb Raider* with the troop management of an RTS and the plotting of *Resident Evil*. It bites off more than it can chew but – by God – it comes close to polishing off the lot.

"THERE'S THE FEELING THAT ALL THE PLOT AND STORY IS HAPPENING SOMEWHERE ELSE WHILE YOU'RE BUSY HIDING IN A SHED"

Fundamental to the game – and its real▸

MEAT INJECTION: Use the hypos to test whether your mates are Things. If he turns into a pile of intestines then you've hit paydirt.

THINGS AIN'T WHAT THEY USED TO BE

BURNARD BRESLAW:

BURNIE WINTERS:

BEAST INFECTION: One of these three men isn't feeling too well. Can you guess which? It's worth noting that the other CPU character draws his gun and opens fire. As you would.

TRUST CAN'T GET ENOUGH

Most of the time you want your guys to follow you (and help out with the killing), but occasionally you'll need to have someone guard a door, or go and calm down someplace. Also, Engineers and Medics can do useful stuff, so keep them alive and happy.

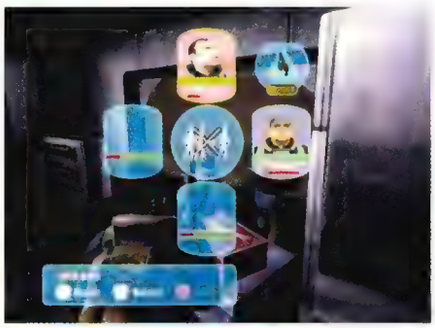
TRUSTIN HOFFMAN: This chap's green trust bar is on

TRUSTY LEE:

▶ unique plus point – is the concept of keeping your buddies on your side. The Thing movie was built on the uncertainty as to who were the good guys and who had – unbeknown to them – been infested with alien monster guts. And so in the game, you meet people who you don't trust, but who – brilliantly – don't trust you either. And given that it features hundreds of monsters attacking you from all sides, you're going to need all the help you can get.

INSIGHT

The plot of The Thing was based upon a story entitled Who Goes There, by John W Campbell in 1948. It was then rewritten by Alan Dean Foster after the success of the film.



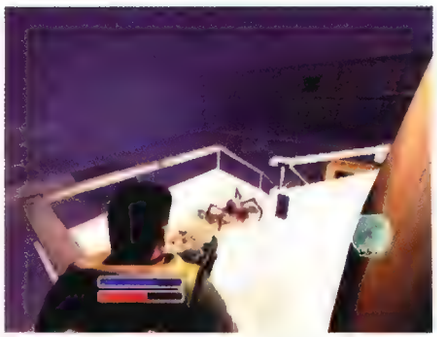
CHANDLER THING: The man management gig is equally a blessing and a curse, often breaking up the action with petty fiddlings.

"AND SO IN THE GAME, YOU MEET PEOPLE WHO YOU DON'T TRUST, BUT WHO – BRILLIANTLY – DON'T TRUST YOU EITHER"

THING CROSBY: There's an almost limitless cast, all with unique faces and voices. So many that you'll totally lose track of who's who.

Buddies come in three flavours: the Medic, who can run around healing everyone, the Engineer who can fix things and open doors, and the Soldier who's good at shooting stuff. Each has their skills and each is well worth keeping alive and on your side.

These characters await within the game for your arrival then, once triggered, may be ordered around (come here, stay there, go there, do that) and monitored via separate meters to show their strength, trust and fear. Encounter too many nasties and their fear meter will make them useless, or worse, dangerous. Lead them away



SPIDER-MAN: These eight-legged freaks tend to come in packs. Shame the auto-aiming does much of the work for you.

TRUST HOUSE FORTE: The hypos are a great way of showing a doubting team that you can be trusted – even if they can't...

BLOODY MARY: There's plenty of gore, and the Things themselves are pretty repulsive, but somehow the game's not scary.

THING-KING OF YOU

Rather than bend your ear, your buddies let you know what's going on in their minds via an icon system above their heads. If they need ammo, health, are scared, don't trust you, do trust you it's all written above their heads.

TRUSTY THE CLOWN: Having given this bloke a gun, he instantly thinks you're ace

PANIC MONDAY: The blue clock counts down to this bloke throwing a complete fit

JRR TALKING: This icon shows when a character is speaking. They don't say much though

HEALTH ASSASSIN: This bloke is politely enquiring if we've got some medipacks

WEB SIGHT: These icons show that they've spotted a Thing and are taking it out. For dinner

NEWS BULLET-IN: This man requires an ammo top. Got any flamethrower fuel going spare?

SHAKIN' STEVENS: Do a good turn for a team-mate and they'll flash this buddy icon

RED OR DEAD: The red clock shows your team getting wound up and ready to turn on you

"YOUR BUDDIES' AI IS SUFFICIENTLY ADVANCED THAT THEY'RE PERFECTLY HAPPY PLAYING THE GAME WITHOUT YOU BEING THERE"

from danger and lock them in a room and they'll calm down. You can come back and get him again later when he's finished barfing or wetting himself – over-stress a team-mate and they're likely to do a runner or open fire.

This element of the game works brilliantly, with everything following a pleasing set of rules. What's more, the trust element is slightly more evasive and even more interesting as a result. Team-mates will decide not to trust you and there's pretty much nothing you can do about it. Just when you need someone to do something they'll decide not to. Brilliant in theory, but it can be annoying to have to wait around being nice to someone when all you're trying to do is get him to walk with you on to the next level.

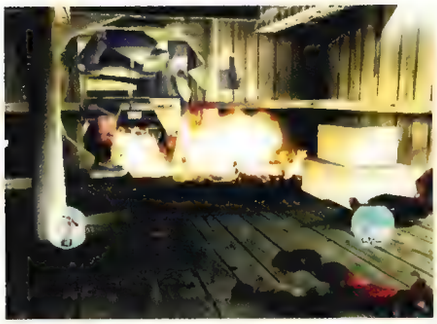
It's about now that the game starts to tread on thin ice. You get the feeling that most of the time your buddies' AI is sufficiently advanced (and interlocked with the AI of the baddies) that you think they'd be perfectly happy playing the game without you being there.

Like FPS classic *Half-Life*, buddies do a more than capable job of taking out enemies, almost second guessing where they're going to appear and allowing you to stand back, save your strength and conserve your ammo. And with tricky-to-use weapons, such as the flamethrower, it's better to give them to your mates rather ▶

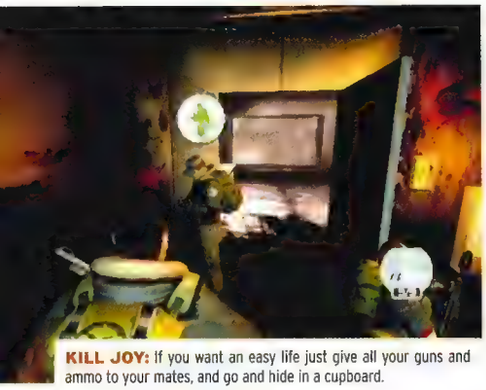
IMPACT POINT

There's plenty of weapons. Machine guns will fry smaller Things but you'll need a shotgun and flamethrower combo to dispose of the biggies.

TRUSTIN TIMBERLAKE: This bloke doesn't have much choice but to trust you. Is he worth one of your medipacks? Nah...



TRUSTY BIN: Don't be surprised when all the men you've been helping suddenly turn into Things and try and eat you. Cheers...



KILL JOY: If you want an easy life just give all your guns and ammo to your mates, and go and hide in a cupboard.

THIS GUN'S FOR FIRE: It's often better to give the 'thrower to a team-mate to avoid setting yourself on fire. Plum.

THINGING IN THE RAIN

Standing outside in the dead of night in the Antarctic isn't advised – so this blue meter at the bottom of the screen keeps track of you as you freeze to death. Dipping into doorways for shelter will top it up a bit. It's a clever system that actually means that you have to plan your outside sorties according to your blue bar, rather than have the freedom to wander about (getting lost, frustrated and torn to little bits in the process)

IN DA HOOD: Your warm parka lets you explore for a minute or so but keep an eye on that blue bar. If it hits zero you're a goner.

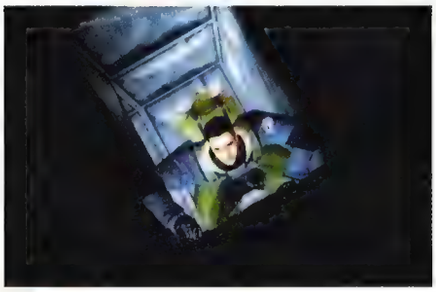
HOT TO TROT: Simply stepping into a doorway for a second is enough to warm you up and allow you to continue on your travels.

▶ than risk setting yourself on fire – and with the combat being pretty much 'hold-the-fire-button-down-auto-aiming' there's little incentive to put yourself at risk. That said, engaging in a four-man blast-out with a ceaseless hoard of oncoming Things can be great fun, thanks to the game's draconian attitude to friendly fire.

A single accidental bullet hit can not only deplete a mate's strength but have his trust meter drop away to nothing, which means that you have to be extra-specially careful. Whirling round with your flamethrower to nail a sneaky scuttler and setting fire to all your mates, who then promptly open fire at you is a common hilarious mishap. As is approaching a wounded colleague with the intention of administering a medipack, but accidentally pressing the fire button in error, thanks to the slightly unwieldy control system.

It's moments of originality such as this – moments that you simply don't get in other videogames – that keeps things driving forward nicely. It does a great job of setting up new challenges, locations and events and never tires of the old, "Oh my

LORD OF THE THINGS: This mess of guts isn't going nowhere. Dead things melt into the scenery before your very eyes.



CLING FILM: There are frequent cut-away movies but they often only serve to confuse, breaking up the game into loadable chunks.

THING OUT YOUR DEAD: Some of the best bits of the game are the large open areas where you and your mates get cornered.

INSIGHT

■ The Thing is based on the 1982 film starring Kurt Russell, itself a remake of the 1951 original, The Thing From Another World. An alien spacecraft is unearthed near a remote Antarctic research station and a shape-shifting nasty is unleashed. Both the film and the game concern themselves with identifying who you can trust and who – ulp – is 'The Thing'...

HIGHLAND THING: Things will give chase, climbing ramps and opening doors if you let them. Your only respite is to find somewhere to seal yourself in.

IMPACT POINT

Cast members come and go every five minutes – shame this happens with a simple blink-and-you-miss-it where'd-he-go transformation scene

"UNLIKE HALF-LIFE, THE EXCITING MOMENTS OF TRANSFORMATION OFTEN HAPPEN WHEN YOU'RE NOT LOOKING"

god – he's a Thing!" trick. Characters come and go with surprising regularity and keeping track of names and faces is difficult and ultimately pointless when you realise that every dead colleague is soon replaced.

In fact, since you can only have four men in your 'squad', you come to *know* that whenever three or four of you are gathered together, one of you will suddenly sprout an extra head and start spraying the walls with barf. This takes some of the surprise from the game and means that you never get attached to 'whosit' the Engineer or 'blokey' the Medic

And, unlike *Half-Life*, the exciting moments of transformation often happen when you're not looking. Leave the room and a team-mate can transform into a Thing and then attack you. The first you know of this excitement is when you return to find a discarded machine gun on the floor and realise that the Thing you just killed was your best buddy moments earlier. A few more screams, and an urgent need for medical attention prior to the intestinal inside-outings could have delivered the scary excitement the game mysteriously lacks.

Similarly, the loading between levels often promotes confusion and a feeling of progress. Step outside after an action-packed episode or the conclusion to a task and you'll be whisked to the next clutch of sheds, standing outside in the snow. Wha?... Sub-missions flash up in the top left without any introduction and you're left blindly doing as you're told, not through any desire to do it but merely because you're told that's the way to progress. A little more leading the player by the hand and less assumption wouldn't have gone amiss.

If you want to play alongside the next level of in-game AI, then this is where it's at. If you're new to survival horror, however, we suggest you check out the competition first. **PSM2**

The Thing is available from mid-September.

THING KONG: There are some clever exploration bits, requiring a steady hand as you climb to safety and the next game instalment.

KEY BORED: Computers dotted about give you snippets of reports *Resident Evil*-style. All a bit pointless and boring really.

MACREADY'S CHOICE

1 **SILENT HILL 2**
The closest a game has come to being able to mess you up real nice.

2 **THE THING**
Extremely intuitive in places, but nowhere near as scary as the movie.

3 **RESIDENT EVIL CODE: VERONICA X**
A world where anything can happen, plus combat that actually works and a plot that's easy to engage with.

PSM2 VERDICT

GAMEPLAY
+ Exploration and combat – there's always something to kill.
- Combat is a little too autopilot and action a little too scripted

GRAPHICS
+ As solid and smooth as *Half-Life*
- A few camera glitches and overly sensitive controls.

SOUND
+ Great monster FX and dialogue. Cool music too.
- Some explanation in the cutscenes wouldn't have gone amiss.

LIFESPAN
+ As big as your *Code: Veronicas*...
- But thanks to the blandness, déjà vu kicks in before the end.

OVERALL
A brilliant adaptation of a unique movie. The clever team management is let down by unsatisfying combat.

83

CHILLED

ARROWING EXPERIENCE: There's nothing as exciting as this triceratop stampede in the game.

OUT UK 6TH SEPTEMBER

TUROK EVOLUTION

Can a mammoth stomp across the ages to get prehistoric on PS2's ass?

REVIEWER: Alex Cooke

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Austin Studio
- **PUBLISHER** Acclaim
- **GAME TYPE** First Person Shooter
- **PRICE** £34.99
- **ESSENTIALS** Dual Shock 2, Memory Card

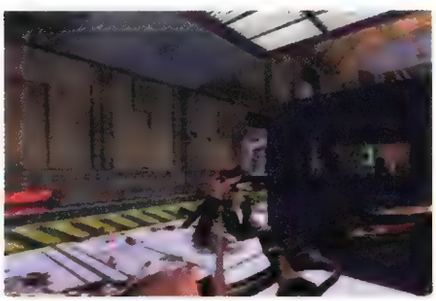
DETAILS

- Eight chapters, that are split between first-person shooter sections and dragon flying sequences.
- A total of 20 different types of dinosaur.
- 30 types of weapons to play with, ranging from clubs and bows to Baby Nukes.
- Ten two-player deathmatch modes.

DART INJURY: A poison arrow induces a bout of vomiting and, eventually, death for the hardest of soldiers.

Like, *as if* the dinosaurs were killed by a harsh winter. Cold snaps kill pensioners who let bottles of milk pile up on the doorstep, not end the reign of the primordial period's greatest predators. No, if TV has taught us anything, these terrible lizards were more likely to have choked on a fur bikini, been poisoned on the Flintstones' washing-up liquid, or been the victim of a particularly nasty dust allergy triggered when a meteorite hit the Earth. Well, it's slightly more credible than *Turok*'s nonsensical story about a time-travelling Red Indian and a race of overlord lizards.

Plot aside, *Turok* has a history behind it as solid as the fossil record. Four outings on the N64 established it as a serious FPS series on a machine where such games were few and far between. Which explains the *Evolution* tag, and why this dino sim doesn't take any giant steps in

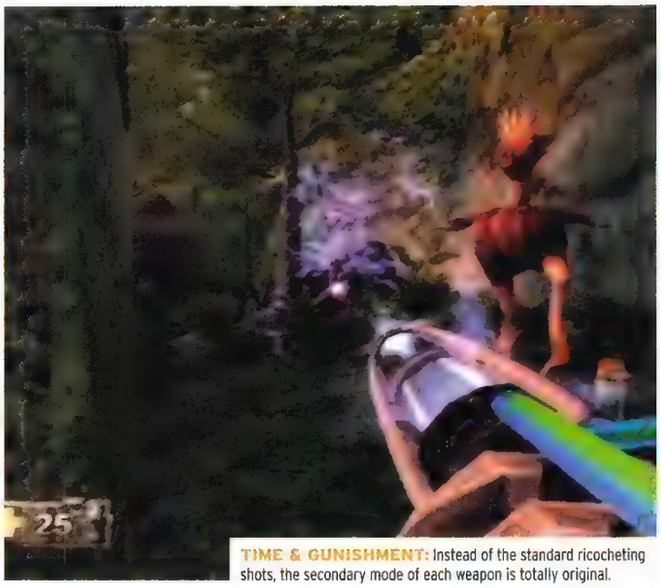


ROLL OUT THE ARROW: Bows and arrows might seem like a childish plaything, but this one fires explosives and poison arrows.

GOING UNDERGROUND: The bushes and plants wave in the breeze, but don't get brushed aside as you crash through the jungle.

IMPACT POINT

Finally freed of the forest and the teeth of the beasts, getting inside the enemy base turns the action from a mixture of survival and stealth into a pure, wanton war against the evil and well-armed Sleg hordes.

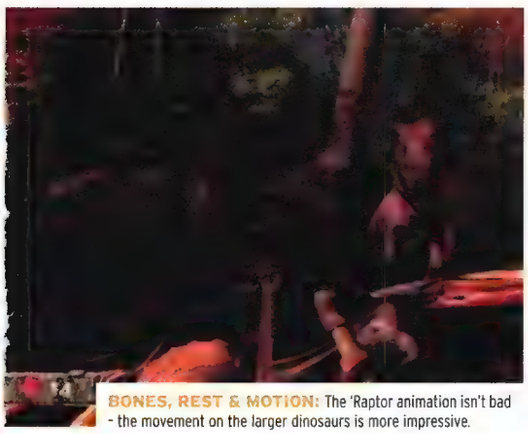


TIME & GUNISHMENT: Instead of the standard ricocheting shots, the secondary mode of each weapon is totally original.

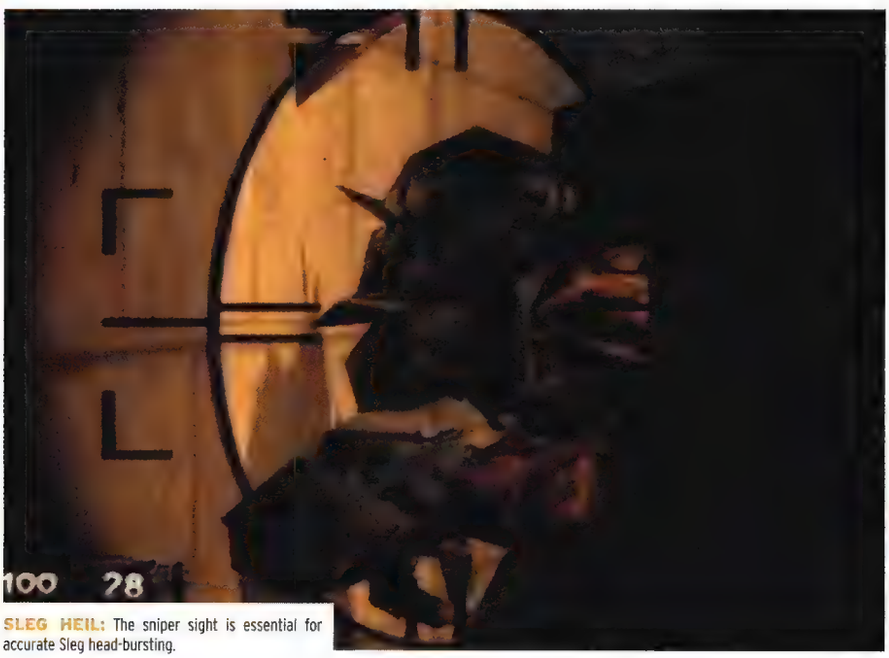
advancing the genre. Which isn't to say that the core business of *Turok* isn't enjoyable. In both the first person and flying segments, the controls are neat, the central character is nimble and the mixture of the aggressive guards and the milling about of the passive but immense dinosaurs, all add to the atmosphere. And once you get past the introductory levels and the weak *Panzer Dragoon*-style flying sequences, the action has real teeth with swarming Slegs and some seriously varied shooters. All of which would make for an extremely neat package, except that this game has the distinct feeling of ambition foiled by technical restraints and limited design.

A good example of this comes in the form of the numerous jungle sections. The chapters themselves are large, but the levels are small and constantly spoil the rhythm and flow, with numerous loading screens and bland organic textures. Just look at the 2D grassy outer limits of the level and you recognise them as the same flat fauna that appears in a rally game when your off-road adventuring drifts out of bounds.

Other problems also sabotage the meaty main mode, like those trademark *Turok* jumping puzzles which have been retained, along with a few graphical errors, such as rogue shadows and hollow trees. On one occasion we even managed to pass through the body of an entire dinosaur, and we don't mean via the colon. Finally, despite the AI being strong enough to allow the smarter Slegs to utilise cover, some creatures, like the crocodiles, still end up waiting to be shot or braining themselves on trees.



BONES, REST & MOTION: The 'Raptor animation isn't bad - the movement on the larger dinosaurs is more impressive.



SLEG HEIL: The sniper sight is essential for accurate Sleg head-bursting.

FLYING FOSSILS

Sitting uncomfortably in-between the carnage of the FPS segments, are the often frustrating, slightly over-long flying sections. Strapped to the back of a pterodactyl while being bellowed at by your new best buddy – not always the most enjoyable of experiences – your job is to harass the Sleg forces, while destroying their airships and encampments at every banking turn. It's just a shame that the loading screen breaks the action so often and so randomly – these sections could have added welcome relief.

FLAP DANCE:

FIGHT ATTENDANT:

Turok is a dinosaur shooter that has, sadly, fallen behind the times. It is both large and challenging but without offering much new. The only real novelty in this outing are the lumbering brontosauruses, and they're swiftly booted out once the shooting starts. What you're left with is a cretaceous version of *Afterburner*. PSM2

CAPTAIN CAVEMAN'S CHOICE

1 **HALF-LIFE**
Another day at the office takes an unusual turn for Gordon in this excellent alien scrap.

2 **MEDAL OF HONOR: FRONTLINE**
Sublime and scary recreation of the longest day in Jimmy Patterson's life.

3 **TUROK EVOLUTION**
Knocked into a cocked hat by the intense competition on PS2. Perhaps it's time to rethink?

PSM2 VERDICT

GAMEPLAY
+ A great mix of unusual firearms and foes.
- The flying missions seem to drag on and on.

GRAPHICS
+ The lumbering of the giants looks menacing enough.
- A short draw range hides some simple enemy models.

SOUND
+ An understated but mixed musical score.
- Muted and muddled animal and gun effects.

LIFESPAN
+ A huge number of mission lie ahead.
- Jumping and flying frustration could dampen the joy.

OVERALL
Not a radical enough evolution to make this a real cold-blooded killer. Instead, it's a conventional shooter that replicates rather than innovates.

71

FOSSILISED

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DUAL SHOCK™

PlayStation®

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

STUART LITTLE 2™

EGG IS TENSE: Yes, the two-player's mildly gratifying. No, we didn't do that for a cheap pun.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** HotGen
- **PUBLISHER** Kemco
- **GAME TYPE** Puzzle
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Player, DualShock 2 Memory Card.

PlayStation 2

DETAILS
- 24 eggs.
- Survival, Custom, Arcade and Versus modes.

OUT UK 27TH SEPTEMBER

EGGO MANIA

Poach a game that's more than 30 years old, and you'll come up with something slightly rotten...

REVIEWER: Joel Snape

INSIGHT
- Funnily enough, *Eggo Mania* was originally visualised as a 3D game. Without any eggs in it.

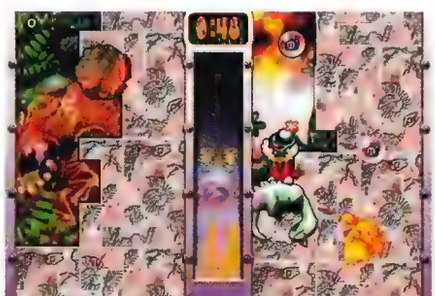
Buckaroo. Crossbows and Catapults. The Domino Rally Action Alley. Fleetingly entertaining, but the fun – hell, the *point* – of each game's seeing them explode in a shower of plastic. It's the same with most puzzlers – glue things together so they collapse or disappear. *Eggo Mania* dares to be different – and suffers for it.

What we've got here is basically *Tetris* in reverse – the object is to reach a floating balloon by building a tower from complete lines. Build too many partial lines, and they collapse – so the most exciting moments are the ones you're trying to avoid. Typically, two-player games end not with a bang, but with a surprised, "Oh, you've won, then" rather than a hooted curse as you get buried under a shitty hail of blocks.

Second whinge – it all gets uncomfortably out of control at times. Rather than simply shepherding blocks into position, you have to move them with a jumping egg, even falling 'through' layers to fill gaps. Clever, except that instead of dropping blocks, the egg leaps up and flings them downwards, so that as the pace heats up, he'll often catch the wrong object. Toss in power-ups and annoyances like cement (fills in gaps), hammers (breaks your opponent's tower), and bombs (ditto), and you've got the equivalent of playing Jenga in oven gloves while someone flicks elastic bands at your face. Interesting to watch? Sure. But is it any better than the basic alternative? There's a case to be made for more spectacular games, but that doesn't mean they have to be artificially complicated.

In terms of collision detection, or graphics, or noises, there's nothing glaringly bad about *Eggo Mania*. It's functional, and even endearing on occasion. Honestly, even the Munch-Bunch-ish 'funky' eggs don't irritate us. But – come on – you're not actually going to *buy* it. Not when it's forty quid, and there's a swathe of puzzle games that're more pad-greasingly compulsive clogging up the bargain bin. **PSM2**

You'll see Eggo Mania *splattered all over shelves on the 27th*



WEST BROMWICH ALBUMEN: Your progress is related through the bar in the middle of the screen - you're just ahead.

QUEER AS YOLK: Bombs can be lobbed across the screen to scupper your opponent - careful, they can also chuck 'em back.

PAJITNOV'S CHOICE

1. **SUPER BUST-A-MOVE** Rebuffing of one of the most frenetic puzzles games ever - now only 15 quid.
2. **WORMS BLAST** Annelid-based *Bust-A-Move* rip-off - ruined by idiotic idea of including inertia in a precision game.
3. **EGGO MANIA** Unnecessary tweaks keep it from *Tetris*-like familiarity - and over-complicate a dodgy idea.

PSM2 VERDICT

GAMEPLAY
+ Well, they've ripped off the most recognisable game ever.
- And added some frivolous twists.

GRAPHICS
+ Pleasant backgrounds, briefly entertaining loading animations.
- Unbearably cluttered at times.

SOUND
+ Erm...um...
- Ah...erm...

LIFESPAN
+ As ever, two-player's compulsive in a competitive sort of way.
- The computer's crap or impossible. There's no middle ground.

OVERALL
Pointless reshuffle of the old puzzle-game mainstays – and at forty quid, an insult to every good game on the shelves.

40

POACHED

INFO
- **CODE TESTED** NTSC (US)
- **DEVELOPER** Sega AM2
- **PUBLISHER** SCEE
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

DETAILS
- Only one type of car, but God, it's beautiful...
- Ten tracks, plus the Ferrari test track.
- New chase view.
- Versus mode for two-player racing action.

OUT UK 27TH SEPTEMBER

ENZO THE EARTH: With the assists turned off, *F355* will take you to the limits. Give it a try, but don't say we didn't warn you...

FERRARI FAWCETT: Pick a car, any car – as long as it's one of these babies. Still, at least you can choose you own colour scheme.

FERRARI F355 CHALLENGE

Hell, if all Ferraris drive like this, we'll stick with the Ford Focus, thanks very much...

REVIEWER: Adrian Lawton

***F355 Challenge* is a thing born of passion. It's the result of legendary Sega games designer Yu Suzuki's obsession with the prancing horse and his vision to create the ultimate in driving simulations; to give players a taste of what it's *really* like to drive a Ferrari. Sadly, he seems to have created more of a lame pony.**

With its Dreamcast heritage, visually *F355* was never going to be a *GT3* beater, and while the cars are gorgeous, trackside detail is unconvincing. But to be honest, this doesn't detract too much from gameplay, as you daren't take your eyes off the track, even for a second. This is, without doubt, the single toughest racer we've ever experienced.

On first play, expect to finish way down the field, even with all the assists on. Turn them off and you'll be eating crash barrier within seconds. In *F355*, Suzuki's created an incredibly demanding title and a stern test of patience – which, unfortunately, is its own undoing. Y'see, while ultimately rewarding, it's just so frikkin' difficult that most folk'll be reaching for the off button long before they get that far. Nailing a perfect corner and leaving the chillingly good AI drivers breathing exhaust fumes is a buzz, but how many people will endure a hundred brutally unforgiving attempts just to win a single race?

On Dreamcast, acceleration and brakes were controlled on the analogue triggers, and it was entirely possible to maintain steady revs around a bend and accelerate smoothly away out of the apex. On PS2's pad, the lack of travel in the buttons means it's next to impossible to achieve the same effect, and what was once a feeling of control quickly slides into frustration, as your car slip-slides all over the place. Fortunately, Sega have seen fit to include support for the GT Force wheel, but it's not enough to make up for it.

FEELING HORSE: Long Beach is tricky, with tons of hairpins to deal with.

INSIGHT

The original arcade incarnation of *F355 Challenge* consisted of a full sit-down cabinet, complete with three screens, with one each side of the central monitor providing peripheral vision. On finishing the race, the game even gave you a print-out, showing how well you performed.

Still, if you can make it past this infuriating flaw, finally mastering the 11 circuits makes the endless hours of disappointment you've suffered seem worthwhile, and managing without the driving assists is a triumph, a tribute to your gaming prowess. In our eyes though, games should be about having fun, not just a test of endurance. Do correct us if we're wrong... **PSM2**

F355's spinning straight into shops at the end of this month.

ENZO'S CHOICE

1. **GRAN TURISMO 3** *GT3* still beats away the competition with a large stick. Only 20 quid now too.
2. **TOCA RACE DRIVER** The story elements add a new spin, but it still finishes second.
3. **FERRARI F355 CHALLENGE** Tougher than old boots and simply not enough fun to size up to the competition. Tasty motors, though.

PSM2 VERDICT

GAMEPLAY
+ A real rush when you finally get it right.
- That'll be a looooong time.

GRAPHICS
+ Excellent car models
- Unconvincing background detail.

SOUND
+ Spot-on engine sound effects
- God-awful cheese-rock soundtrack.

LIFESPAN
+ Mastering it will take you an eternity
- You'll probably give up long before then.

OVERALL
Racing for those with determination by the shedload. A stylish effort from one of gaming's greats that's just too damn hard for its own good.

67

SEEING RED

Get ready for explosive action!

Edge 8:10

Playnation 7:10
"Hardcore mech action for committed players"

"This is not for lightweights. It's the sequel to the above game, with loads more tweakable options. You'll fully appreciate its depth after spending hours customizing your mech for optimum efficiency"

C&VG 7:10
"The best that mech games have to offer and dazzling PS2 action...you'll soon be an AC ace."

P2 Magazine 7:10

"If you're desperate for more giant robot warfare on your PS2, then give it a look."

Play Magazine 75%

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HAT'S ENTERTAINMENT: Eight bullets should be enough to see off these guys. But not their head dress.

OUT UK now

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Namco
- **PUBLISHER** SCEE
- **GAME TYPE** Shoot-em-up
- **PRICE** £39.99
- **ESSENTIALS** Memory card, G-Con

DETAILS

- There are nine levels, ranging from underground cave networks to snow-covered feudal Japan.
- You get to play as three separate characters, each with a different story thread. If by 'different' you mean 'the same'.
- Outside the main action, you can get to grips with the characters in Story, Jujitsu and Arcade modes – each of them has both co-operative and head-to-head modes.
- Hidden weapons and minigames to unearth.

NINJA ASSAULT

It's a long way from *Time Crisis*, as you take on a ninja-filled Japan.

REVIEWER: Tim Weaver

When it comes to mysterious foes with a Rambo-like propensity for limb-detaching violence, there really is nothing like ninjas – and, as luck would have it, these really *are* nothing like ninjas. While Namco's latest point-and-shoot extravaganza might *threaten* to throw you to the wolves in the guise of an all-out offensive from Japan's most meticulously trained martial artists, the truth is far less lethal: if you break a sweat in *Ninja Assault*, it'll be because you're coming down with something. Or you've got the heating on far too high. It talks the talk, but it doesn't walk the walk. In fact, the toughest challenge you're likely to face in *Ninja Assault* is calibrating your G-Con properly.

The game is built around an uninteresting plot, ripped from Nintendo's own *Mario* and upgraded with a nemesis called Sikai-oh who – *obviously* – wants to cast the world into darkness via the power of a mystical weapon: the Mach. Your job as ninja nutters Guren, Gunjo or Aoi (a new female addition to this home version), is to rescue the Princess that he's kidnapped before he forces her to reveal the whereabouts of the valuable firearm. The only way to do this is via that renowned ninja weapon, the gun.

In truth, the only time you'll even notice that the game has a story is via the Z-grade voice acting (worth listening to once for its similarity to Brian Blessed) and the skippable cutscenes. Multiple endings try to force you into taking more of an interest, but multiple endings are like nicely designed manuals – they're a welcome extra but you didn't spend your 40 quid on them.

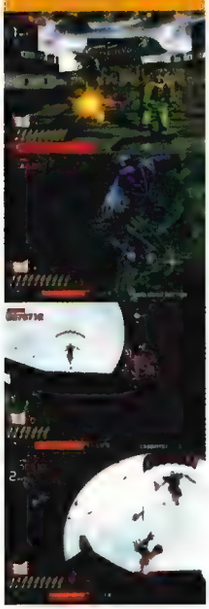
On the surface, *Ninja Assault* is carved

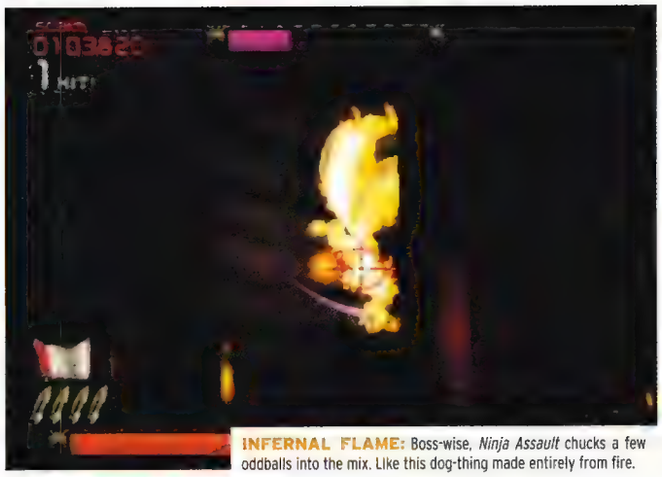
SKY-LIE MINOGUE: Blast enough rounds into the sword-sweeping ninjas and they'll kindly launch themselves into the air.

"IF YOU BREAK A SWEAT WITH NINJA ASSAULT, IT'LL BE BECAUSE YOU'RE COMING DOWN WITH SOMETHING"

IMPACT POINT

The turning point for *Ninja Assault* comes with the realisation that even the initially tricky warping ninja eventually gives up hiding and lets you shoot him. And just at the point where you were starting to feel out-smarted...





INFERNAL FLAME: Boss-wise, *Ninja Assault* chucks a few oddballs into the mix. Like this dog-thing made entirely from fire.

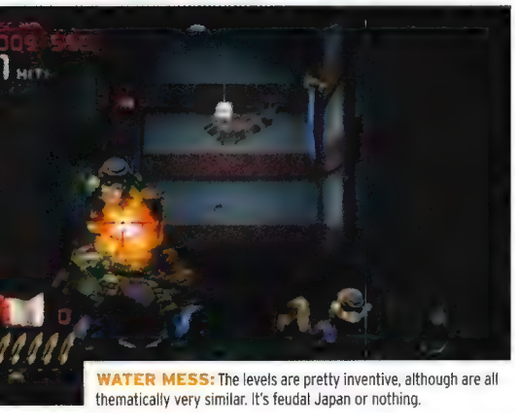
from the same piece of code as *Time Crisis* and its sequel, but in terms of game, this bears more of a resemblance to ancient coin-op *Operation Wolf*, particularly in the way enemies repeatedly toss objects at you. As you work your way through the nine levels, you gradually come to realise that having things lobbed in your cakehole is as much a part of the proceedings as fending off what look like ridiculously dressed pantomime dames. Indeed, this is probably where *Ninja Assault* differs most from Namco's other gun games.

INSIGHT

The next time developers Namco deal out the ninjas – or, at least, characters with blades – will be the long awaited *Soul Calibur 2*, pencilled in for release early next year.

Interestingly, there also seems to be a second significant change: enemies try to surprise you by concealing themselves as much as possible before launching in for the kill. Ninjas peer over rooftops, hide behind pillars and walls, use shields to protect themselves, and there's even a warping, shimmering ninja that appears in one place, warps to the other side of the area, then back again, making it extremely difficult to target him at first. Unfortunately, like all the other enemies you face here, eventually he stops being so clever, stands stock still, and you fire all of your eight rounds right into his face.

And that's really the problem with *Ninja Assault*. Once you've caught on to the fact that attackers throw things as well as leap, crawl and run towards you, you've pretty much solved any mystery and challenge the game might have had. It's fun, sure, and it's well designed in terms of locations, but it becomes relentless after a while, especially when you note that the four different story modes actually criss-cross, borrowing levels from one another, so that you're playing levels you've already completed in another character's route. You even have to replay *boss* sections. Bonus games and a head-to-head mode offer some extended longevity but, to be honest, not a whole lot. Once you've seen one level in *Ninja Assault* you've pretty much seen them all, making this shooter a decent arcade game, and possibly a decent rent – but not 40 quid's worth. **PSM2**



WATER MESS: The levels are pretty inventive, although are all thematically very similar. It's feudal Japan or nothing.

PAIN STORM: When they get near, they hurt you. These red stripes and Operation Wolf-style bullet holes tell you you're hurting.

FISH OF THE DAY

On top of the game offered in the original arcade version, Namco have added some much-needed bonus games and training levels. The training levels are there to improve your accuracy via, er, fish-shooting (among other things), while the bonus games work like scenarios: kill a certain number of enemies, or reach a certain point in a set time limit. They add something – but, crucially, not quite enough.

NUMBER CRUNCHER:

FISH PASTING:

Ninja Assault is already out. These sorts of games usually are

AL CAPONE'S CHOICE

1 **TIME CRISIS 2**
Not great for home consoles, this is still undoubtedly Namco's finest gun hour, although might arguably be even easier than *Ninja Assault*.

2 **NINJA ASSAULT**
More diverse enemies, but the ninja army and the setting don't sit so well with guns.

3 **ENDGAME**
Bugger all replay value, really.

PSM2 VERDICT

GAMEPLAY
+ Plenty of enemies, random projectiles.
- Unlikely to extend you. At any point.

GRAPHICS
+ Varied locales, solid character design.
- Fairly uninspiring texture work.

SOUND
+ Feel the beat of the tambourine.
- Dreadful voice acting

LIFESPAN
+ Undoubtedly best when there's two of you.
- You're looking at an hour. Tops.

OVERALL
Designed for the arcades, not for PS2, *Ninja Assault* is entertaining enough, but comes up short pretty much everywhere.

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FIRE HARM

IRAQ AND ROLL: You've made it all the way to the base. Now it's time for a little bloodletting.

OUT UK now

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Pivotal Games
- **PUBLISHER** SCi
- **GAME TYPE** Third-person action
- **PRICE** £39.99
- **ESSENTIALS** Memory Card, Dual Shock2

DETAILS

- Missions based on real-life events in Gulf War.
- Play as SAS or Delta Force nutters.
- Choose from a number of weapons, and even pick up discarded guns.
- Co-op mode – involving one rescuing the other.

CONFLICT: DESERT STORM

Stick a grenade in Saddam's sizzle box as the Gulf War introduces itself to your living room.

REVIEWER: Jonathan Bryant

***Conflict: Desert Storm* pitches you face-first into the white heat of the Iraqi battle. Choosing between the SAS or America's Delta Force, you're thrown immediately into action, mostly as a team – where you're handed a degree of control over the other members of your squad – but also alone. The result is an entertaining – but flawed – marriage of *Metal Gear* and *Rainbow Six*.**

Like those two, the game is predominantly stealth-based, with the use of binoculars and silenced weaponry pushed over the Chuck Norris approach. The missions are based on actual conflict happenings, with *brilliantly* recreated sights and sounds, right down to herds of goats.

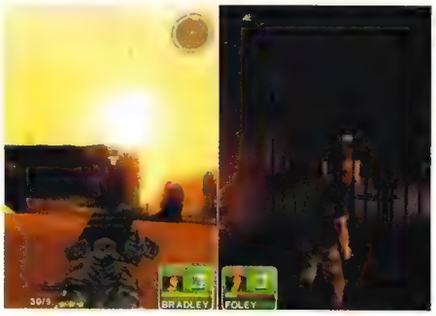
Control is reminiscent of *TimeSplitters*, which breeds an air of familiarity, but it's not as precise or clever, with aiming being especially frustrating. There's an additional problem: as soon as you sight your enemies, they seem to sight you, making picking them off early just about impossible. You can spend hours manoeuvring yourself into position but, as soon as you do, all hell breaks loose and you've alerted everyone to your presence. A *Metal Gear*-style alarm would've been perfect – hide long enough and the enemies fall back. Here, once you've set off the alarm, you can kiss goodbye to the mission.

The second main problem is related to this: it's difficult to make out enemies and it's very difficult to take them down quietly and, as a result, it's *extremely* difficult to sneak and destroy. Binoculars provide some relief, but by the time you're dead certain, you're… well, dead.

Elsewhere, the game is perfectly pitched, and the missions are huge and varied. The fact that one mistake can cost you the game isn't really the problem (indeed, it adds authenticity) but too often it's the little flaws in the AI and not errors on your part that end it for you – and that proves less forgivable. The game's also crying out for a *Metal Gear*-style radar, as hiding from enemies in *Desert Storm* is a lottery. Sometimes the tiniest of mounds provide cover, sometimes a slither of your clothing can alert guards – you need to be absolutely sure what enemies can see.

The principle feeling you'll come away with is disappointment, mainly because the core of the game is so sweet. But if ever a game needed to steal ideas from *Metal Gear*, this is it. PSM2

Conflict *has already sneaked on to shelves*



YOUR LOCAL CO-OP: A nice addition to proceedings is the co-op mode. Here, player one has to free player two.

INSIGHT

Ex-SAS soldier Cameron Spence was brought in by Pivotal and *Conflict*'s publishers, SCi, to help secure the right kind of 'feel' to the game, as well as give the OK to the logistics and weaponry that they'd decided upon. Which means it's really, really authentic. 'Choice'.

SADDAMAGED: Sight the enemies and they sight you. Luckily, they also tend to go down a bit easier - in a shower of blood, too.

DUBBYA'S CHOICE

1 **MEDAL OF HONOR: FRONTLINE**
The best war game on PS2. Great sound effects and traumatic amounts of death.

2 **CONFLICT: DESERT STORM**
Real potential and maybe one to watch in the next few years.

3 **SOLDIER OF FORTUNE**
John Mullins removes people's limbs with cattle prods. Fun... for five minutes.

PSM2 VERDICT

GAMEPLAY
+ Interesting, ultra-tense, with no room for error.
- Dodgy aiming, stealth that the CPU cocks up for you.

GRAPHICS
+ Varied, authentic-looking locations, lovely textures.
- Plenty of pop-up-disguising fog

SOUND
+ Superb sound effects prove a vital part of the game.
- Amusing cockney SAS soldiers.

LIFESPAN
+ Rock hard – and the co-operative mode is a real bonus
- Kills you off too often through no fault of your own.

OVERALL
Bags of potential and a palpable sense of fear and tension are undermined by stupid errors that should have been fixed.

78

DESERT MENU

OUT UK 20TH SEPTEMBER

LEGION: LEGEND OF EXCALIBUR

The land is blighted by a reign of evil. Only one man can save England. That man is Arthur... Oh, get *on* with it.

Adding a generous pinch of salt to the classic Arthurian legends, *Legion: Legend of Excalibur* gives you the chance to boss Arthur, Gwen, Percival and Merlin around Merrie England in a bid to thwart the evil Morgan le Fey.

The idea is to trot round various levels ('Avalon', 'Camelot Siege', etc) slapping foes and clocking up points. Points make level ups, transforming Arthur and pals from weak striplings into strapping warlords and, er, warladies. It's impressive at times – the cutscenes are bold and catch the required mood. Sadly, the top-down scrolling format never scales such glorious heights, with Arthur loping around searching for the action like a dog looking for a buried bone.

Control-wise, it's dead easy flick between the various members of your party, rotating them in combat and titting round with their magical accoutrements. But the problem is that this simple system falls down when you need a bit more control – with attacks happening at a rapid rate of knots, it's all too easy to lose another character while you're battling your own adversaries. Ultimately, this leads to numerous restarts and a growing desire to snap your DualShock over Arthur's stupid, gold-plated head.

If you really can't wait for EA's *The Two Towers* orc-whacker, this mix of good, solid fantasy and Masters of the Universe hogwashery might fill a few hours, but otherwise we reckon you're better keeping it at halberd's length. **PSM2**

PULL THE UTHAR ONE: This is Arthur's father, just about to join the Choir Invisible at the hands of his own daughter. For shame.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

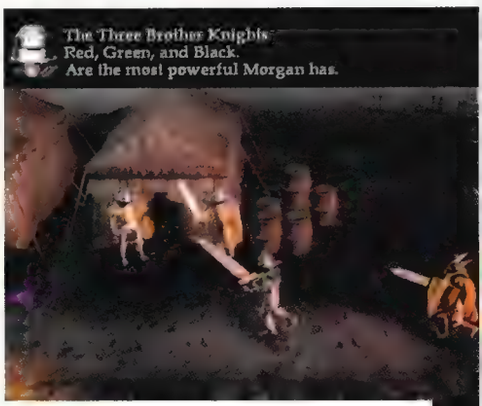
DETAILS

OVERALL
Satisfactory, if flawed. Think *Baldur's Gate* at a He-Man convention with *Gauntlet* and *Alon D'Ar*, and you're on the right lines.

70

GAWAIN NOWHERE

THE EYES HAVE IT: Evil sorceress and megalomaniac Morgan le Fay is the cause of the country's troubles. Boo! Hiss!



BLACK TRITE: There's tons of this sort of stuff to wade though, but skip the fantastical guff and you'll miss out on vital plot info.

OUT UK 20TH SEPTEMBER

MX SUPERFLY

With more skids than a pair of festival Y-fronts, THQ's new motocross game is ready to get down and dirty.

Let's see... a game that combines the absorbing gameplay of a full motocross season with the combo-stacking thrills of a stunt title? Sounds too good to be true? Well, er, it is, actually. For although *MX Superfly* improves hugely on last year's *MX 2002*, ramping up the stunt factor and giving the game a darn good once-over, it still falls short of greatness.

Some of this is down to the control system – if you've got ideas of piling round corners at full speed like Barry Sheen, scoring giant Nasca pictures in the dirt with your knee, you can forget them now. Aye, here's the rub – any deviation from the vertical slows you down, meaning you have to adopt a tiresomely prim and upright riding style or risk lagging behind.

This aside, the main issue with *Superfly* is that although both modes are terrific fun, it falls between two stools – although it is a competent blend of motocross and stuntbiking, it's master of neither, failing to match the depth of the likes of *Colin McRae* on the career racing front, while not really achieving the effortless freestyle trickery of *Tony Hawk's 3*. While this doesn't mean it's a bad game – far from it – it just doesn't measure up to the best. So unless you really want a game which combines both freestyle and rallying, or you simply have to have a motocross game, this likeable wheelster is a luxury purchase rather than an essential one. **PSM2**

RALLY HO! You'll be lining up against seven of the world's best motocross riders. Just keeping up with them'll be a challenge.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

DETAILS

OVERALL
Better than the risible *Freekstyle* and less hefty than *Riding Spirits*, this has much to recommend it. Sadly, other games have more.

72

MUDDY FUNSTER

HONDA DECK: Try too hard to pull stunts (to gain extra points) while rallying, and you'll end up spitting chunks of mud. In last place.

FREE WING CIRCUS: Maximize your lift-off by using the spring meter on the right to gain some serious height for stunts.

LEAN MACHINE: Manual balancing of the bike can be a bit of a handful for the uninitiated.

OUT UK now

RIDING SPIRITS

Bam! are on track with the biker's *GT* – but did they miss the apex?

REVIEWER: Kevin Redding

The pre-release build-up to *Riding Spirits* has unanimously touted the game as the two wheeled equivalent of *Gran Turismo* – but let's face it, that's a hell of a precedent to live up to. Time to don those leathers and jump on the kick-start, while vainly avoiding any spurious attempts at 'sweaty helmet' humour...

Fire up the game and the similarities to *GT* are immediately apparent – the layout of the intro screens are almost identical, as are the menu sound effects – each press of the ⊗ button greets you with that all too familiar 'bling' that *GT* purists will recognise immediately. The structure of *Riding Spirits* is similar in many respects, offering an Arcade mode where you can select a good selection of flat spec'ed two wheelers in differing CC categories and take them for a dumbed down blast around some of the game's tracks. It's a fine opportunity to familiarise yourself with the game's circuits and it soon becomes clear that this is time well spent. Balance and braking are assisted and the track edges are very forgiving, helping the novice to get straight into the game with the minimum of fuss and the maximum amount of fun. After a familiarisation lap, you'll be mixing with the big boys and taking your first win or two.

In Riding Spirits mode, there's no braking assist and the opposition is tough – you'll quickly find the knowledge of the tracks you gained in arcade vital to survival. You need a good degree of foresight of the next corner before careering into RS mode – late braking on blind corners that saw you proud in Arcade will quickly lead to a face full of Armco and a sixth place finish. RS mode also offers an initial selection of a

"LATE BRAKING ON BLIND CORNERS THAT SAW YOU PROUD IN ARCADE WILL QUICKLY LEAD TO A SIXTH PLACE FINISH"

BASH FULL: Bike-to-bike collisions rarely lead to an off - clipping an opponent will slow you down unless colliding at speed.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Spike Garage
- **PUBLISHER** Barr Entertainment
- **GAME TYPE** Motorbike Racer
- **PRICE** £39.99
- **ESSENTIALS** DualShock 2, Memory Card

DETAILS

- You get to choose between 150 eye-watering real world bikes, hailing from four leading bike manufacturers – Yamaha, Suzuki, Kawasaki and Honda.
- Suits and helmets are also pretty stunning, and come courtesy of Shoei, Arai, Alpine Stars Dainese and others.
- There are five racing modes, including Time Attack, Quick Race (that's your arcade), Riding Spirits (which is your career simulation), Duel, and a two-player split-screen.

IMPACT POINT

After a jaunt around the Quick Race mode, it's time to progress to simulation; fourth 50 yards from the start, third by the first corner. BRAKES! WHAT HAPPENED TO THE DAMNED BRA... ooch.

COBBLED TOGETHER: The surfacing varies throughout but the track edges are as unforgiving as ever.

limited range of 250cc bikes. As with the basic cars in *GT*, these bikes will only get you so far before you need to turn to any monies accrued from your racing victories to upgrade. You can polish your ports, improve the electrics, air cleaning, frame, suspension, tyres and much more, all of which have a direct, immediate effect on the performance of your vehicle back on track. Earn enough cash and you can start progressing through the huge range of bikes on offer.

INSIGHT

- Developers Spike Garage have also released the following PS2 games in Japan: *King of Colosseum*, *Fire ProWrestling*, *Gold Navigator (1-4)* and *World Rally Championship*.
- Bam! Entertainment released Sony's very own *World Rally Championship* and *Wipeout Fusion* in America.

Thankfully, the control of said bike – and the rider – is fully configurable. You can assign buttons to manually lean left and right independent of turning, and even sit up or down on the bike to increase speed or deceleration as needed, although these actions can be automatic if the balancing buttons become a handful.

This consideration for the small details also extends to the tracks. These are well realised and have been designed with good looks and smooth performance in mind – there's hardly any noticeable pop-up or frame-rate loss, and some of the scenery is huge, creating a good sense of the world you're racing in. Extra effects, such as lens flare and variable track surfaces, are all present, although the details are far from sharp, and the light sourcing and shadows leave something to be desired when compared to *Moto GP2*.

Collision detection has also been honed to give you a vague chance – clipping another bike rarely leads to a dismount. But racing in simulation mode can make even the gravel run-off areas seem like a six-inch high curb, throwing your mean machine high into the air. This leads to a difficult career – making money is hard enough, and, coupled with the high price of new parts, you've one hell of a challenge ahead.

That said, bike purists will love the thrill of racing real world monster bikes, and the AI is competitive enough to keep you occupied even once bike control and track knowledge has been mastered. Overall, it's not bad at all – but if you're easily frustrated, look to *Moto GP2*. **PSM2**

Spirits is in the shops now.

PARTS AND PARCEL: Earn enough dosh and you can upgrade your bike. These are the engine management options.

SPIRITS IN THE SKY

Your first few races will see plenty of bikes and bodies in mid air as you get to grips with the racing engine. Combinations of brain crunching barrier beatings and bike to bike mishaps will leave you struggling up from the back of the pack. Luckily enough you don't have to worry about lifting 300 kilos of metal, the game picks you up and points you in the right direction - just hit that accelerator and its time to play catch up...

BIKE TO FRONT: The AI is ferocious and leads to close, nail biting finishes that really challenge the player.

FOGARTY'S CHOICE

1. **MOTO GP2**
   The best two wheeled burn on PS2 with real bikes and real tracks. And will you just look at that rain...
2. **RIDING SPIRITS**
   Driving Emotion Type-S on two wheels. Too unforgiving at times - but at least the Arcade option makes it more accessible.
3. **FREEKSTYLE**
   Stupidly average mix of bikes and stunts from EA Big.

PSM2 VERDICT

GAMEPLAY
+ Enthralling career modes, challenging AI and good tracks.
- Those track edges are soooo unforgiving.

GRAPHICS
+ Smooth with few glitches, very little pop-up.
- Not quite up there with *Gran Turismo* or *Moto GP2*.

SOUND
+ Erm... the barriers make a nice 'clunk'.
- Bloody awful all round – turn the music off, it's driving us mad!

LIFESPAN
+ Almost infinite for those that wish to persevere.
- Will put the casual gamer off in a stroke.

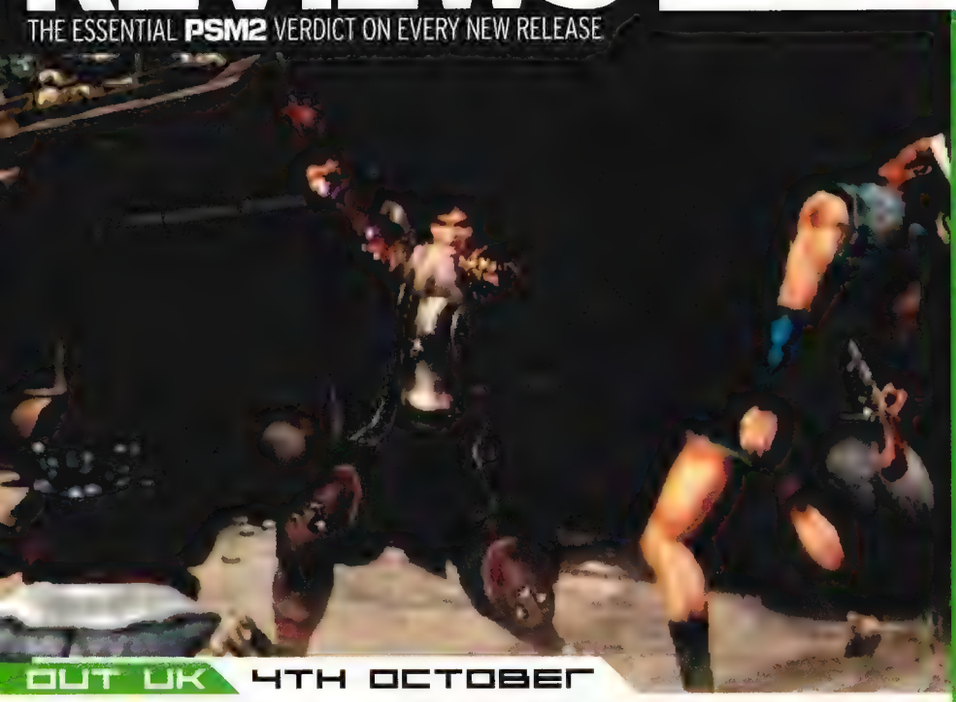
OVERALL
Fairly reasonable motorbike jaunt that purists will love, but may cause frustration that could lead to unplanned DualShock damage...

70

LEATHERY

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE



OUT UK 4TH OCTOBER

ONIMUSHA 2

Capcom's classic returns to stove your head in – and it's brought its mates.

REVIEWER: Joel Snape

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Action adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- 15 hours of gameplay, with multiple routes throughout and unlockable game modes to uncover.
- Five elemental weapons, and some extra projectile ones.
- RPG barter system.
- Two Dark Realms.
- Hidden costumes.
- 50/60Hz option

Moral guardians take note – next time you're thinking of the children (won't *somebody* please think of the children?) bear in mind that not all games can be judged on face value alone. Under the hammer-on-skull beatings and torrents of blood lies a simple, heartwarming message – friends are really, really important.

Even if you don't know *Onimusha*, you're probably aware of Capcom survival horror – that well-established genre where the backdrops are pre-rendered, the control is of the twirl 'n' run variety, and IMPORTANT BOXES stand out like streakers at a wedding. *Onimusha 2*'s main addition to this list is an unobtrusive RPG element – the central hub village is populated by warriors and peasants, all offering fists and favours if you buy their love.

This means present-hunting's a major theme – rifle-wielding scientist Magoichi wants books, tubby monk Eiki's partial to sponge-cakes, teen ninja Kotaru's fond of wind chimes, and love-interest Oyuu likes her dresses. Pick the perfect gift, and the recipient turns up to assist during battles, leading to some truly memorable moments of gritty teamwork. Careful, though – no matter how much Magoichi liked that ornamental tea pot, he's unlikely to help if you scarper while he's getting eaten by a giant spider.

Ultimately, you're given the chance to *be* your best mate – lucky you bought Magoichi that machine-gun – meaning you'll have to play the game four times to see everything. After relying on body language to convey feelings in the Japanese version, it's a relief to encounter simple,

emotion-tugging dialogue here. And that's it. That's the new stuff. Look for red boxes, swap things, kill some monsters, solve a puzzle, eat some delicious herbs – everything else is survival horror standard.

In a less polished game, it might be tedious – but *Onimusha 2* doesn't give you the breathing space to notice. Around every corner, there's a new demon – maybe a lizard with a hat, or a masked acrobat-lady, or a spiney-armadillo thing. Tactics aren't hugely important – the old block-hackhackhack routine's always a dependable standby – but better magic, new combos, the immensely satisfying critical hit system and a clunking great hammer at least offer some diversity. The bosses, while they aren't especially challenging (do magic, double-slash, run away) are at least threateningly designed. Similarly, there's no lateral thinking required with those sliding block puzzles and slotting crystals into statues – but it nicely punctuates the relentless slashery. There's a pleasing raft of minigames to reward your completion of the game, too – of which the best of the bunch by far is Team Oni, which allows you to replay certain areas as a different character.

INSIGHT

Protagonist Jubei Yagyu's a famous Japanese swordsman, and he's also featured in the Ninja Scroll anime. His clan are also the main bad guys in classic Manga Lone Wolf And Cub.

FRIEND IN SIGHT: Seeing your mate take a beating genuinely invokes an air of camaraderie.

"AROUND EVERY CORNER, THERE'S A NEW DEMON – MAYBE A LIZARD WITH A HAT"

And that really *is* it. This is *Onimusha* honed to a gleaming edge, but it's still *Onimusha* – a game originally intended for PSone that hasn't shaken off the constraints of its pre-rendered backdrops. By the next instalment – advertised in a shamelessly brief teaser at the end of the game – we suspect that the whole thing'll be unbearably familiar. But it hangs together so beautifully that it's hard to care. Towards the end, village-torching is abandoned for a denouement more tear-jerking than a kitten covered in onions. That's the thing about *Onimusha* – it's never afraid to upset people. **PSM2**

Onimusha 2's due out at the beginning of October. Get your hankies ready.

BLADE IN FULL: Time it to perfection, and you'll despatch an attacking enemy instantly with a Critical Hit.

NOBUNAGA'S CHOICE

1 **DEVIL MAY CRY**
Less sentimentality, more balletic ballistics, this plus *Onimusha* with its crowd drawing flair.

2 **ONIMUSHA 2**
Perfectly pitched, curiously emotional blood-letting fun.

3 **ONIMUSHA**
Cheap at 20 quid and full of zombie appeal. The first *Musha* just lacks the heart that makes the sequel so perfectly balanced.

PSM2 VERDICT

GAMEPLAY
+ Repetitive? Dispatching demons doesn't *get* repetitive.
- Not much variety.

GRAPHICS
+ Lovely water effects, *gorgeous* lighting in the scraps.
- Well, it's still pre-rendered.

SOUND
+ Epic tunes, sickening combat effects.
- Eiki's voice gets a bit annoying.

LIFESPAN
+ 15-hour quest with ample replay value and good sub-games.
- Mildly repetitive at times.

OVERALL
Not that original, but great combat, beautiful effects and diverting puzzles. And there's that *Onimusha 3* teaser...

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RAZOR-SHARP

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SPLASHY AND NICEY: No dynamic weather effects, but plenty of shiny, shimmering puddles.

OUT UK 20TH SEPTEMBER

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Namco
- **PUBLISHER** SCEE
- **GAME TYPE** Fighting
- **PRICE** £44.99
- **ESSENTIALS** Memory Card, Two-player

DETAILS
- 22 characters including Steve Fox, Craig Marduk and Christie Montera.
- 12 stages.
- Story, Tekken Force, Practice, Training, Versus and Survival modes.
- 50/60Hz options.

TEKKEN 4

Sod the delay, you should still have a go if you think you're hard enough. Well, *probably*...

REVIEWER: Dan Dawkins

Cut the crap. If you're a *Tekken* fan, there's only two things you need to know. Yes, it's as good as the Japanese version and, no, there's no borders. Satisfied? Off you go. On the other hand, if you're *not* a *Tekken* fan, then keep that £40 clutched to your bosom for the next 300 words. Problem is, while *Tekken 4*'s undeniably PS2's premier mash-em-up, we can't issue a blanket recommendation. Controversial? We'd better explain.

The bright side. Welcome to the crispest, most option-pumped *Tekken* to date, with 22 unique characters, spanning a variety of fighting styles. The combat system's deeper than a Shakespearian soliloquy, with hundreds of combos, and there are structured Practice and Training modes. And *Tekken*'s the ultimate two-player scrapper – viscerally edifying, responsive and divinely balanced.

The key changes. Now you can batter opponents into pillars and shatter scenery – opening loads of combo possibilities. The control system enables full 360° movement– for instance, tapping up no longer prompts a leap, but a sidestep. Best of all, the Tekken Force mode lets you mash enemy goons simultaneously – a vacation from the intricacy of the solo game. The new characters offer a fresh perspective for even the most grizzled *Tekken* vet.

Thing is – hand on heart – you've seen it all before. The core gameplay's virtually unchanged from the days of PSone. Worse, since the genre's now flooded with respectable alternatives, *Tekken 4* doesn't take enough risks to invigorate seasoned gamers. And the skyscraper learning curve may prove too daunting for first timers.

Unless you're an insatiable beat-em-up fan, the solo-player appeal might soon dwindle. Conversely, if you've got friends with raging competitive streaks and time to burn, this might be the smartest violent decision you'll ever make. Only you know the answer... PSM2

Get in training for September 20th.

CHRISTIE ON A BIKE: The scenery is impressive - watch for the full 3D baying crowd in this authentic Fight Club-style arena.

INSIGHT

The recent *Tekken 4* world championship – dubbed 'The Fighting Spirit Cup' – was won by a chap called Arakawa, who triumphed over the opposition using peroxide-haired Bryan Fury.

INSPECTOR FORCE: In Tekken Force mode, you use L1 and R1 to switch between targets, collecting eggs for energy. *Really.*

EXTREMIST'S CHOICE

1. **TEKKEN 4** The undisputed daddy, with unrivalled depth and bold characterisation, if defiantly stuck in its ways.
2. **VIRTUA FIGHTER 4** Flowing gameplay with great weather effects - but that doesn't help its lack of variety and polish.
3. **DEAD OR ALIVE 2** Instant, man-pleasing eye-candy with negligible subtlety.

PSM2 VERDICT

GAMEPLAY
+ Instant, deep and responsive.
- Memory intensive, intimidating.

GRAPHICS
+ Great animation, crisp characters.
- Scenery flat and lifeless.

SOUND
+ Impactful clods and thumps.
- Duff voices.

LIFESPAN
+ Near limitless gameplay scope.
- Solo player game short.

OVERALL
PS2's premier 3D fighter – tight, and seamlessly executed, but Namco's veteran might deter gamers seeking innovation.

90

SPEC-TEK-ULAR

OUT UK OCTOBER

DISNEY'S STITCH: EXPERIMENT 626

The entertaining blue half of the cutesy Disney duo goes it alone in a bouncy 3D platformer.

You might not be familiar with the game's eponymous hero, but Stitch, a schizo blue ball of fur, is one half of Disney's new animated feature, Lilo & Stitch. This is a sort of prequel to the film, in which the barmy hexapod has to escape from a strange series of worlds where everyone, from his creator Jumba to his arch-enemy Gantu, is trying to hunt him down.

The thing is, *Experiment 626* is actually pretty easy. A fairly linear route through each level means there's a lack of slyness in the way the action unfolds, and although there's a small amount of scope to explore, there's nothing much in the way of *Ratchet & Clank*-style free-roaming. Another disappointment is the lack of any multiplayer options, or even a co-operative mode, which would have added replay value. It's also meant for the younger end of the market, meaning anyone over the age of about 11 is going to find it fairly straightforward to zip through.

On a positive note, there's quite a bit to praise, including a decent control system and a reasonably entertaining system of collecting DNA tokens, whereby you can progress to new worlds as soon as you bag enough vials, returning to hoover up the remaining tokens at a later date. This is a great invitation to keep exploring, as the incentive to progress is put on a plate for you.

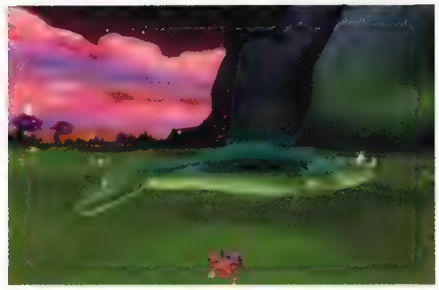
All in all, a capable and enjoyable (if you're six) platformer, which suffers slightly from a lack of scope and a low difficulty setting. **PSM2**

STITCH HIKER: Although he's sometimes cuddly as well as wicked in the film, Stitch is always bad in this game. Think Gremlins.

OVERALL
Believe us – *Ratchet & Clank* is going to do it all so much better than this, so why settle for silver when you can have gold?

64

STITCHED UP



WHALING OUT: If Stitch lands in an acid pool for more than a second, he succumbs to its verdant vitriol and pops his clogs.

WELL SWUNG: Stitch gets to wield this eye-catching grappling iron, which lifts him clear of any potentially deadly obstacles.

OUT UK SEPTEMBER

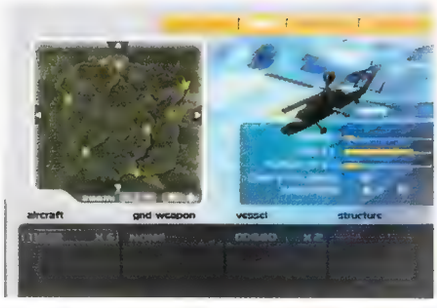
LETHAL SKIES

Krrrk. This is your captain speaking. Prepare to bail out of this ground-bound game. Krrk.

***Lethal Skies*, eh? That sounds pretty stirring. Images of a century of aerial combat come to mind – the dash of the notorious Red Baron or the might of the Luftwaffe pitched against the bravery of "The Few", Tom Cruise as Maverick in Top Gun and the banter of the pilots before a dawn scramble. Heady, uplifting stuff. Now cast all that from your mind as you climb into the cockpit of *Lethal Skies*, a game so starved of air, you'll need to don an oxygen mask before take-off.**

So, what's our beef? We-e-e-ll, we could point at the drab, cod-military chunter banging on before each mission, which turns each sortie into a sort of double Geography lesson. Or perhaps it's the way that the aforementioned briefing goes out the window the very minute you arrive at the point of combat, with how many anti-missile flares you've got on board quickly becoming your most important consideration. Or even the way you can shoot down six out of six MiGs, while your team-mates get bits of their planes blown off, and they'll *still* berate you for sitting around doing nothing to help them. Grrr.

Admittedly, there is fun to be had bazzing round the skies like Biggles on speed, letting off missiles and peppering anything that moves with hot lead, but it's a fleeting, quick-fading sort of thrill. Honestly, if it was an aeroplane, they'd have grounded it, pending a full investigation into serious design flaws. If only. **PSM2**



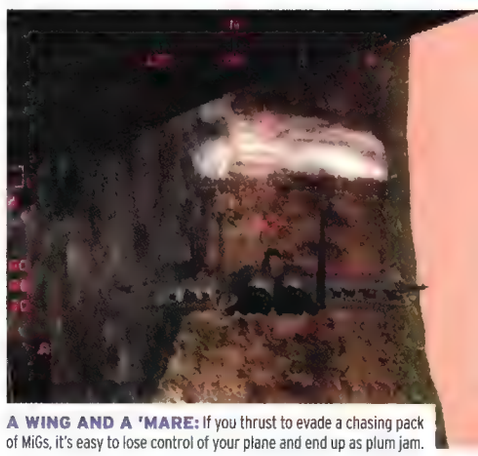
MISSION GRIEF: Before you can get airborne, you have to sit through a load of preparatory waffle. No fidgeting at the back there!

OVERALL
More Fökker than F-14, this flawed flier fails to turn corkscrews – or, in fact, to actually lift off – in *our* gaming heavens.

63

CRASH & BURN

ACES SIGH: Although *Lethal Skies* has moments of pure gaming pleasure, they're far outweighed by the forgettable ones. Next, please.



A WING AND A 'MARE: If you thrust to evade a chasing pack of MiGs, it's easy to lose control of your plane and end up as plum jam.

CHOKING APART: Funnily enough, you're more vulnerable to chokes on top in the 'guard' position.

OUT UK 27TH SEPTEMBER

UFC: THROWDOWN

Tap! Tap! Taaap! No, not Daley Thompson's decathlon – it's the latest in extreme combat...

REVIEWER: Joel Snape

Punch, punch, tackle. Punch, punch, elbow. And repeat. And... repeat. Aaand... to the untrained eye, a typical *UFC* bout's got all the hallmarks of a pub scuffle – yet it's one of the world's most technically demanding sports, requiring much more than simple brutality to succeed.

Throwdown's the same – what first looks like a button-drumming pant-tugger slowly gives way to one of PS2's more cerebral fighters. It's 'proper' UFC smoothed out and sped up. The trappings of a normal beat-em-up – combos, throws and counters – are familiar, but the experience is different. Here, a single counter can snap an arm or take a fight to the ground. Even perched on top of a prone opponent, battering them to within an inch of their life-bar, you're painfully vulnerable to a match-losing leg-lock.

In line with recent UFC fights, slams against the post and the cheeky lying-on-the-ground style have been added to the DC version. Straight knockouts are possible, escapes on the floor are straightforward and the animations are smooth. In short, it's a testament to the 'sporting' side of UFC. And that's a slight problem.

In fact, it's a pity *UFC* isn't a touch more shameless. Here's a hint: if you're going to make a game about the most brutal sport on the planet – go *nuts*. *Tekken*'s already catered for the mainstream – anyone eyeing *UFC*'s sweat-drenched box is tacitly admitting to a love of proper knuckle-on-tooth violence. They're not going to be satisfied with a few splashes of blood when *Knockout Kings* can offer up proper face-pulpings. At the risk of sounding sick, let's see defeated fighters sporting black eyes and split lips, not just looking slightly forlorn. Let's see the ref intervene as you hamburger somebody like baby-faced Jared Leto in Fight Club. Let's see the occasional dislocation or choke-out. Ahem.

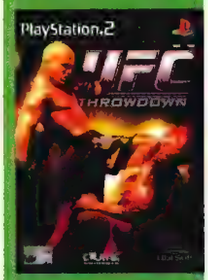
Unpleasantness over. There isn't much wrong with *UFC*, but its omissions are disappointing. There's a solid challenge-based Career mode, but it's hampered by the lack of a comprehensive fighter creation mode. That, and the lack of any Gracie brothers among the line-up, is likely to spoil fans' enjoyment of an otherwise well thought-out interpretation of the sport.. **PSM2**

UFC's out at the end of the month.

FAT KING COLE: Oddly, 'pro-wrestler' is one of the fighting styles - though it doesn't let your tubster pull off moonsaults and drop kicks.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Crave Entertainment
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Beat-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1-2 players, DualShock 2, Memory Card

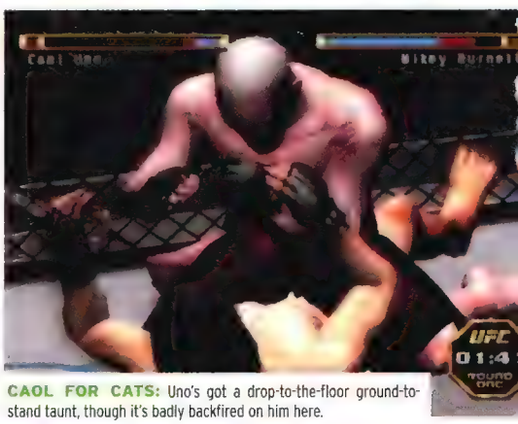


DETAILS

- A sizeable list of 32 fighters, including four PS2-only ones from the past and present.
- UFC, Arcade, Career, Tournament, Training and Exhibition modes.
- Create-A-Fighter mode.

INSIGHT

- Angry Vitor Belfort recently appeared on the Brazilian equivalent of Celebrity Big Brother – and got voted out of the house for arguing with his girlfriend all the time.
- Carlos Newton's named his style Dragonball Jiu-Jitsu, after the mad-as-trousers cartoon.



CAOL FOR CATS: Uno's got a drop-to-the-floor ground-to-stand taunt, though it's badly backfired on him here.

RICKSON'S CHOICE

1. **TEKKEN TAG** Recreate the fun of UFC with Craig's sit-'n'-slap mounted combo. Except on tiny girls. Um...
2. **WWE SMACKDOWN!** Emulate the drama of UFC, only with more ladders and somersaults.
3. **UFC: THROWDOWN** Granted, it's a bit full of ugly blokes compared to the above, but still a face-ripping lark.

PSM2 VERDICT

GAMEPLAY
+ Brutal *and* thoughtful. Like chess with bats.
- Little variation on the slap, hit, armbar routine.

GRAPHICS
+ Fluid animation, nice entrance films.
- Why no bruised faces and fractured cheekbones?

SOUND
+ Grunts, and the occasional "Come on, Frank!" from the crowd.
- The slap noises are a bit wet.

LIFESPAN
+ Plenty of stuff to unlock in the Career mode
- Give your friends six kickings, and they won't play any more.

OVERALL
***UFC* deserves to be bought by more than martial arts fruitcakes – it's a well-realised game offering something genuinely different.**

75

SCRAP MENTAL

THE PLAYER'S CHOICE

EXTRA THUMB

THE GAMING ADVANTAGE

THE INSTITUTE FOR GAME ENGINEERING ACADEMY

OUT JAPAN NOW OUT UK NOVEMBER

GUNGRAVE

It's shoot first, *don't* ask questions later, as Red Entertainment carve *Devil May Cry* into a pristine director's cut.

REVIEWER: Ian Dawson

Ohmigod. What's happening? Rat-a-tat-a-tat-a-TAT. The table's knocking and your hips are quivering. Pause. Breathe. Relax. You're so completely immersed in the relentless, technicolour mayhem, that you've lost control. For the last five minutes, your leg's been fibrillating like a jackhammer – echoing in time with the hypnotic stream of gunfire. That's the tequila-slammer impact of *Gungrave* – short, ditzy, aggravating and utterly captivating. Games can be smarter, richer and *definitely* longer – but rarely so life-affirmingly intense.

If you thought *Devil May Cry* was dumb, Red Entertainment's PS2 debut stuffs one arm in a handful of guts and another in the mains socket – unpretentious white-riot, shoot-em-up utopia. The rules are simple – shoot or be shot. You simply march, not sprint, through the six delectably cel-shaded 3D levels, dispatching lethal justice to an increasingly beefed-up selection of anime-slick mutations. No keys, no puzzles, no chat – this is arcade gaming at skin-pricking needle point.

GRAVE PARTY

The plot? Who cares? Basically, it's an age-old quest for vengeance. You play a pistol-packing gothic cowboy – think El Mariachi with the balletic grace of Joaquin Cortes – kept alive by blood transfusions from the mysterious Dr T. The plot is advanced via slick cutscenes, which embellish the in-game engine with added detail to sustain a rich and intoxicating illusion of comic-book chic.

COFFIN DROP: Tap R1 to unleash the coffin gun - the number of shots left appears in the top left corner. Oh, nuts!

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Red Entertainment
- **PUBLISHER** Sega
- **GAME TYPE** Shoot-em-up
- **PRICE** ¥6800
- **ESSENTIALS** DualShock 2, Memory Card

DETAILS

- Six levels – from the Slaughterhouse to The Tower.
- Four special Demolition Shots, including Death Blow, Bullet Dance, Hellhound Roar and Raging Inferno.
- Beat Meter system lets you link continuous hits into a combo, earning points which can then be traded for Demolition Shots or extra energy.
- A comprehensive ranking system – grading level performance by style and Beat Point rating.

IMPACT POINT

Building up your Beat Meter until our hero starts juggling his pistols like flaming house irons. Gets us every time. Pure show-time indulgence.

SWING AND A PRAYER: The coffin itself can be used as a deadly close range weapon, felling all in its swirling path.

The controls are stupefyingly basic. Use the left analogue to stroll around and ⓡ to unleash your – unlimited ammo – twin pistols. Handily, you can leap about in a dual-handed *Max Payne*-style, dodging rockets and sharking between supporting scenery. Best of all, when an enemy roars in a bit too close, you can tap R1 to use the enormous coffin – worn on your back – to launch a crippling 360° swipe.

Critically, the game directly rewards relentless destruction. Every time you shoot a bad guy – or key scenery – you score Beat points. As long as you keep hitting things, the Beat points keeps rising – a bit like the combo system in *Tony Hawk*. Miss a shot, and its back to square one. When you amass enough points, you can utilise your Demolition Shot – a scenery-defiling smart bomb using the coffin-gun. Crucially, your character's speed and power accrues as the Beat combo progresses – so the better you do, the more compelling it gets. Genius.

GUN FISHING

Confused? Picture this. You march into a car park, ventilating foes. The Beat meter rises. Spinning on a sixpence, you unload into a parked car to continue the combo. 45 points. As the car explodes, you leap towards fresh targets before the meter times out. And that'll be 100 points, thank you very much. Suddenly, the screen floods and you're dancing on the spot, frantically trying to keep aim. The pad buzzes faster and faster. The bullets reach a rattling crescendo until your character's dancing between shots, juggling pistols and spitting empty shells like a human minigun. Guess what? 200 points. Hypnotic bliss.

Suddenly, silence – *deafening* silence. The screen empties. The Beat meter flickers and dies. The pad stops rumbling – all you can hear is the clatter of spurs. You're already craving the next hit, and you'll shoot anything to get it.

DESTROY KEANE

Sod depth, this is sensory indulgence. The environment is completely destructible, so every shot yields a bullet scar or hissing steam pipe. You can even reduce the cel-shaded pillars to *Matrix*-style rubble. When the Beat meter peaks, the gun-fire echoes like a bolero drum, seducing your limbs and goading your RSI-addled thumbs. The pad throbbing is so intense, it actually knackered the motor unit in our DualShock 2.

Problems? Loads. The camera careers unpredictably, the targeting's flawed and there's mega slowdown on explosion-packed screens. On default setting, it's criminally easy – some bosses can actually be defeated by standing still. Worse yet, the whole game – and that's all six sweet levels – can be nailed in three yes *three* hours. The Demolition Shot menu screen is very intrusive and there's precious little variety. Gack.

ALL YOU CAN BEAT: The Beat meter appears in the top right – if you miss a shot, it falls right back down to zero.

GENERAL REFLECTION: The spot effects are superb – note the light dancing through the window on to the water.

A MAN IN BLACK

Once you've built up your Beat Meter, you can unleash an all-powerful Demolition Shot. The screen shunts into slowmo as our hero swings the coffin gun into action, unleashing a powerful smart bomb attack. To increase the variety, you can earn new attacks as the game progresses – such as the 360° flame-detonating Bullet Dance. When the Beat Meter reaches its peak, and the skull indicator starts flashing at you, you can move in close for an extra-special attack. The screen shifts to a silent graveyard, where the offending enemy is dispatched with shattering brutality.

SPIT AND DEMOLISH:

FIRE TUCK:

But you won't care. In musical terms, *Gungrave* isn't an exquisitely-crafted album of highs and lows, but a precision, nitro-pop single of shuddering intensity. It deserves inspection by any cash-rich import gamer. Everyone else'll have to wait for the UK release – and pray for a £20 price-point to offset the criminal longevity. PSM2

Gungrave will hit the UK in November, courtesy of Activision

DESPERADO'S CHOICE

1 **DEVIL MAY CRY**
Epic scale, fantastical bosses and tremendous weaponry. A shade unfocused at times.

2 **MAX PAYNE**
Unpolished and a little frustrating, but redeemed by fantastic slowmo shoot outs and smart set-pieces.

3 **GUNGRAVE**
Incredibly short, but impossibly cool with shameless feel-good sensory impact.

PSM2 VERDICT

GAMEPLAY
+ Intuitive, sense-mashing carnage.
- It's all shoot, shoot, shoot.

GRAPHICS
+ Sublime styling, great exploding scenery.
- Slowdown and odd camera choices.

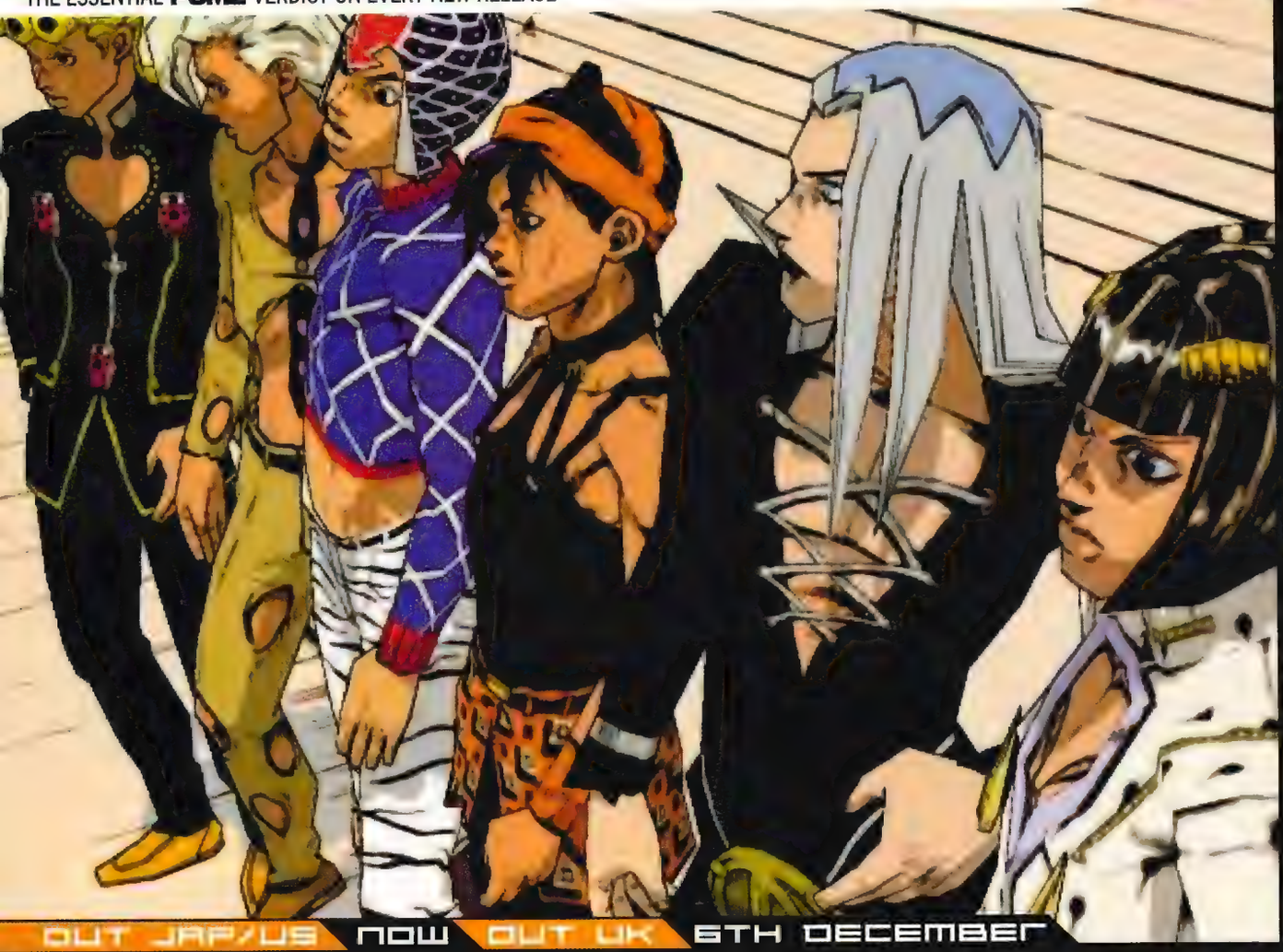
SOUND
+ Great themes and hypnotic gunfire.
- Maybe a little too intense.

LIFESPAN
+ Repetitive gameplay, only three hours long
- Mesmerising impact, deceptively deep ranking system.

OVERALL
***Devil May Cry* condensed into three hours. Criminally short, but we'd rather pay over the odds for fine steak than platefuls of spam.**

79

GRAVE ON

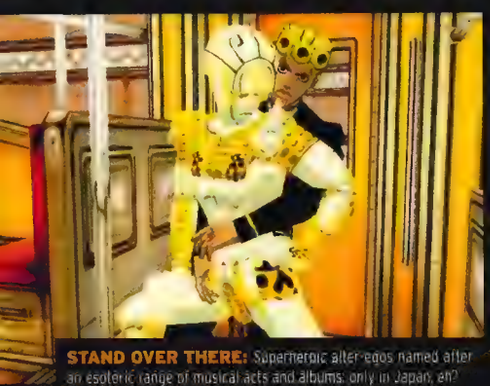


OUT JAP/US NOW OUT UK 6TH DECEMBER

JO JO'S BIZARRE ADVENTURE

What do you mean you've never heard of the comic? It's big in Japan...

REVIEWER: David McCarthy

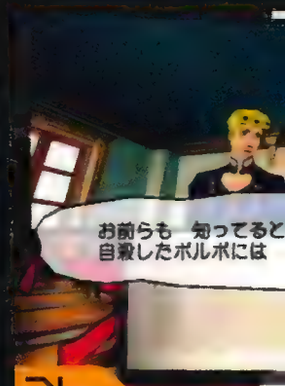


STAND OVER THERE: Superheroic alter-egos named after an esoteric range of musical acts and albums: only in Japan, eh?

Just on the off-chance that you're thinking of taking a relatively obscure Japanese comic strip and turning it into a 3D beat-em-up with a smidgen of action/adventure flavouring, here's a list of things that we think you should bear in mind. Try not to make your game single-player – the addition of a multiplayer mode enlivens even the most moribund brawlers. If at all possible, it's worth avoiding the use of a camera that makes it difficult to follow the action – indeed you might want to try to make it possible for players *to see what's going on* even when their character manoeuvres itself behind a bit of scenery.

Perhaps you might also consider steering clear of level design that imposes arbitrary trial and error puzzles. And you might even go to the effort of implementing a responsive control scheme that allows characters to make use of a range of useful actions. Also, try not to introduce a new playable character in just about every level without making allowances for players that are acquainting themselves with these new characters. And, above all, make sure that it's not possible to complete the majority of the levels by

"EACH LEVEL FEATURES ONE-ON-ONE COMBAT WITH A TWIST"



INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Beat-em-up
- **PRICE** ¥6800
- **ESSENTIALS** 1 player, Memory Card, DualShock 2

DETAILS

- Another Story mode unlocked after completing main game.
- Gallery contains unlockable design sketches, character models and cutscenes.

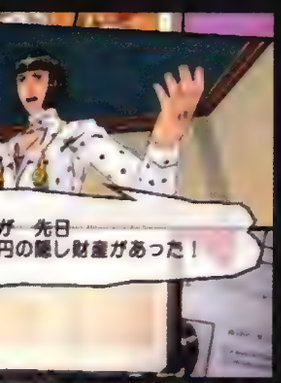
Perfectly playable in Japanese, but you'll miss out on the cutscenes. Some might say that's no bad thing. Not us though.

GIORN AGAIN: The game's lead character is the descendent of the nefarious villain who started off all this madness in Series 1

WHEELCHAIR BOUND: But in a rare positive videogame representation of a disability, still able to smash, rend and destroy.

unintelligible cutscenes featuring a cast of androgynous eccentrics (even if you understand Japanese, the plot's still fairly tortuous), and get straight into the action.

The game plays out like a hybrid of a conventional 3D beat-em-up and some sort of arcade-inspired boss attack, with each level featuring one-on-one combat with a twist. The twist common to all the levels is that every character can call upon a super-powered alter ego called a Stand – a sort of ultraviolent psychic projection. On top of that, each level also features a novel feature of its own: levels set in an alternate dimension in which controls are reversed, for example, or a race to the top of a building while facing obstruction by a chap who can swim through brick. But while the introduction of a new character in almost every level allows for some sublime set-pieces, pretty much every level is let down by slow and unresponsive controls and trial-and-error gameplay.



STRIPPED DOWN: Cut-scenes and comic strip freeze-frames reveal the complex plot.

"PRETTY MUCH EVERY LEVEL IS LET DOWN BY SLOW CONTROLS"

So although the inclusion of an extra play mode and an abundance of level secrets and unlockable design sketches might suggest a degree of replay value, it's unlikely that most gamers will return for repeated sessions of *Jo Jo's Bizarre Adventure*. Even if you're a die-hard fan of the series, you'll probably be mildly impressed at the effort to fit everything from the manga in, but slightly miffed that one or two of the more obscure characters from the series don't appear to have made it into the videogame. Which is a shame, because in terms of graphical splendour and sheer bonkersness, *Jo Jo's* is unsurpassed. **PSM2**

A renamed Gio Gio's Bizarre Adventure goes PAL in December.

to make sure that you manage to escape the pitfalls that Capcom have singularly failed to dodge during the development of *Jo Jo's Bizarre Adventure*. Because although the game is remarkably faithful to the plot and crazed art style of the original weekly manga strip, poorly implemented controls and level structure conspire to underwhelm.

Indeed it's unlikely that many people reading this will actually care that Capcom has managed to remain true to the plot of Series 5 of *Jo Jo's Bizarre Adventure*, since it's a comic strip that doesn't exactly boast mainstream appeal in this country (incidentally, the 2D beat-em-up developed for PSone and Sega's Dreamcast was based on the third series, fact fans). In all likelihood, most UK gamers will skip through the

HERE WE GIO AGAIN

Completing the main part of the game (which shouldn't take long) will unlock Another Story mode. This gives you the opportunity to play through all the levels again, trying to get higher rankings, but using different characters (choosing from four pre-selected ones for each level). Unfortunately though, it adds little variation and quickly becomes repetitive and chore-like.

A TRISH SERVED COLD: After completing the game, take revenge with a variety of characters

PLAY IT AGAIN: Bruno, for example, wouldn't normally get to unleash his Stand on the major villain

CHOCKS AWAY: And not would Narancia, who incidentally, has one of the best Stands in the game

SPITTING BLOOD: Just watch out you don't get too carried away: sometimes onscreen blood spatters obscure your vision.

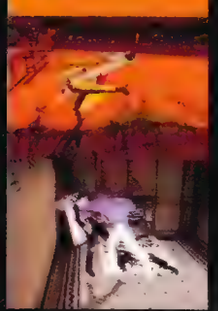
INSIGHT

■ **While each level conceals secrets that can be found through experimentation and exploration, anyone familiar with the plot of Series 5 will have an advantage finding them. Anyone unfamiliar, should direct their Internet browsers to http://jojohistory.1colony.com/custom4.html which contains a (badly translated) summary.**

IMPACT POINT

Inspired ideas are clear from early levels, such as a battle with a rod-wielding weirdo, or an encounter in a dimension in which movements are reversed. Equally clear, though, is the irritating implementation of these ideas.

NOTORIOUSLY BIG: Who'd have thought that deceased hip hop/rap celebrities could make a new start as fleshy monstrosities?



OTAKU'S CHOICE

1 **METAL GEAR SOLID 2**
Still the most perfect Japanese action adventure.

2 **7 BLADES**
Encapsulates the ridiculousness of its celluloid inspiration, but not without flaws.

3 **JO JO'S BIZARRE ADVENTURE**
Doesn't do justice to the absurdity of the original manga due to inadequate play mechanics.

PSM2 VERDICT

GAMEPLAY
+ Suitably histrionic and hyper-kinetic
- Sluggish controls and slightly random

GRAPHICS
+ Sets a new benchmark for beauty on PS2.
- Style won't be to everyone's taste

SOUND
+ Does the job
- But little more than that

LIFESPAN
+ Plenty of extras to unlock.
- Pretty short, and design flaws minimise replay value.

OVERALL
Tries too hard to remain true to its comic strip inspiration, so while characters and cutscenes are magnificent, level design is mediocre.

55

WEIRDO

BOY SOLDIERS: Hartnett's a bit bland, but our boys do us proud.

OUT UK now

BLACK HAWK DOWN

Chaotic conflict and true-life terror: Ridley Scott brings war into sharp focus...

STARRING Josh Hartnett, Ewan McGregor, Eric Bana, Ewan Bremner, Jason Isaacs, Tom Sizemore, Sam Shephard, William Fichtner
DIRECTOR Ridley Scott
CERTIFICATE 15
PRICE £24.99

Fresh from a lauded success (Gladiator) and a bungled-but-box-office-busting mess (Hannibal), Ridley Scott decided to go to war. The Geordie director took the job of adapting Mark Bowden's true-life tale of a 1993 US military mission gone badly wrong in Somalia for producer Jerry Bruckheimer. The world baited its breath, expecting typically Bruckheimer-style warfare: all sunsets and sloppy dialogue. After all, wasn't that what Pearl Harbor had served up? But then, we should have had more faith in Scott – instead he delivered a brutal, honed down war flick that dispensed with showy scripting and found the guts of the story – literally, in some cases. A little background for those unfamiliar: In 1993, the US army took it upon themselves to kidnap a Somali warlord. What should have been an in-and-out mission turned into 24 hours' worth of nightmares as the commanders badly underestimated the ferocity and number of the warlord's troops. Soon, US helicopters were being shot down and entire squads of men were trapped behind enemy lines. Still the call went out: leave no man behind. The rescue missions arrived, but the fight was far from over...

WAR IS SHELLS

It's the frenzy of the fighting that Scott chooses to focus on. We're given the political situation in broad strokes with opening title cards, then a brief time to get to know the troops. But once the choppers are in flight, it's all action, with the fighters reduced to anonymous walking targets for the enemy. But despite the numbing, de-personalised nature of the soldiers, the actors still get their chance to shine. And being relegated to a group of faces in the crowd makes them stretch their acting muscles further. But while Josh Hartnett makes a blandly American presence, Brits Ewan McGregor, Ewan Bremner and Jason Isaacs stand out, forcing you to care about their plight. And Aussie Eric Bana (soon to be on the big screen as Marvel Comics' Hulk) shines in a smaller role as a special-ops fighter. If he's not overcoming enemy positions with cunning and skill, he's lecturing McGregor and co. on the real life of a soldier. Meanwhile, incredible explosions and fight scenes are blitzing themselves across your retinas.

Sure, there could have been a little more exploration of the Somali side of the conflict (at times this seems to simply be an updated Zulu) but the limited running time and producer means this was always going to be American-centric. It doesn't remove any of the power or resonance. If you think war is cool, Black Hawk Down will make you think again. PSM2

"IT'S ALL ACTION, WITH THE FIGHTERS REDUCED TO WALKING TARGETS"

INSIGHT

- Real-life Ranger troops acted as extras in the film.
- A photo of a wife and child held by a dying soldier is of Eric Bana's actual family.
- Simon West was going to direct, but passed to make Tomb Raider. Thank God.

CHOPPER CHOICE

1 **APOCALYPSE NOW REDUX**
Love the smell of Napalm in the morning? Get the extended edition.

2 **BLACK HAWK DOWN**
An American tale of modern warfare.

3 **MASH**
Comedy amid the conflict, with Hawkeye and the gang.

PSM2 VERDICT

EXTRAS
Audio commentaries from director Ridley Scott and producer Jerry Bruckheimer, author Mark Bowden and screenwriter Ken Nolan ▣ interviews with veterans ▣ featurettes, deleted scenes ▣ photo galleries ▣ interviews with cast and crew ▣ storyboards and production art ▣ print ads ▣ trailers ▣ filmographies.

OVERALL
A nerve-shredding battle epic arrives on disc armed with enough extras to keep you watching for hours. Too biased to be taken seriously, though.

82

BALLISTIC

OUT UK NOW

MONSTERS, INC.

It's another Pixar kid flick for everyone. The titans of Toy Story have done it again...

STARRING (VOICES) Billy Crystal, John Goodman, James Coburn, Steve Buscemi, Mary Gibbs, Jennifer Tilly, John Ratzenberger, Frank Oz
DIRECTOR Peter Doctor
CERTIFICATE U
PRICE £24.99

Just what deal have the creative bods at Pixar done with the devil to keep knocking out such superb films? From their earliest shorts to the likes of Toy Story, A Bug's Life and Toy Story 2, the San Francisco-based animation company keep pushing the tech boundaries while never forgetting that solid stories and charming characters are what keep audiences coming back for more and the coffers full. So while the Disney animation unit flounders around looking for direction, Pixar quietly goes about creating masterpieces with each new release. And Monsters, Inc. is no exception.

Forget any preconceived ideas you have about kids' movies – they're redundant. Sure, Monsters is squarely aimed at the ankle-biters, but the clever crew never forget that most kids need parents to take 'em to the cinema or buy 'em the DVD. So why not appeal to everyone? Mixed in with the cute gags and the cool creatures are a wealth of references that adults will chuckle at as they sail straight over the little kiddiwinks' noggins. And they keep 'em coming: unlike other animated films, Monsters doesn't just set up its concept and then hope it can sustain the entire plot: it never loses steam, while still holding back enough momentum for a laugh-loaded, action-packed finale that also features a real emotional punch. For although these are fantasy beasts, they're also recognisably human.

SCARE TODAY

The animators do a stirling job imbuing Mike and Sulley (the two starring monster-types) with real human characteristics. But it's also thanks to the superior voice talents of the likes of Billy Crystal, John Goodman and Steve Buscemi that the monstoids are characters we care about – whether it's to cheer (Mike and his furry pal) or jeer (Buscemi's slimy chameleo-villain).

INSIGHT

- Bill Murray was considered for the role of Sulley.
- Sulley's fur has more than a million hairs.
- Harryhausen's restaurant is a homage to monster-maker Ray Harryhausen.

The story's great fun, too – Mike and Sulley are the top scare team working for Monsters, Inc, a factory in the monster world that provides power by capturing the screams of children. Linked to our dimension by closets and cupboards, it's a clever adaptation of the idea every child fears – monsters entering their room. But Pixar also leaves space to develop the idea, by throwing in a conspiracy to collect more screams than are necessary and the idea that human children are toxic to the monsters – in essence, they're as scared of us as we are of them. Imagine the panic, then, when Sulley (Goodman) accidentally lets a young girl into the monster world... It's a swift, rib-tickling tale that also manages to tug at the heartstrings when Sulley and the child, Boo (Gibbs) finally bond. No narrative stone is left unturned and, thanks to the Pixar policy of recording the dialogue before starting the animation, Goodman and Crystal in particular are free to improvise, stretching free of the script to create moments of unexpected, genuine humour. PSM2

SULLEY SEASON: Goodman's Sulley and Crystal's Mike make a cracking double-act.

CREATURE CHOICE

1. **MONSTERS, INC** Pixar rustles up another winner.
2. **GREMLINS** Joe Dante's classic '80s satire about marauding monsters.
3. **JASON AND THE ARGONAUTS** Hugely enjoyable epic brimming with beasts and adventure...

PSM2 VERDICT

EXTRAS
Filmmakers commentary ⧉ deleted scenes ⧉ alternative scenes ⧉ behind-the-scenes studio tour ⧉ featurettes ⧉ making-of docs ⧉ animation tests ⧉ production art ⧉ storyboards ⧉ script treatment ⧉ music videos ⧉ history of the monster world and tons more.

OVERALL
Another winner from Pixar – Monsters, Inc won't disappoint. Plus, the disc has more extras that one person could ever need.

84

ANIMATED ACTION

JAY AND SILENT BOB STRIKE BACK

OUT UK NOW

STARRING Jason Mewes, Kevin Smith
DIRECTOR Kevin Smith
CERTIFICATE 18
PRICE £17.99

Kevin Smith wraps up his View Askewniverse with an adventure focused on stoners Jay (Mewes) and Silent Bob (Smith). Non-fans may be puzzled by the references to other Smith flicks, and fans will miss the bite of Clerks, but this is still a good road-trip comedy loaded with Hollywood sideswipes. When Jay and Bob go on the road in search of 'phat movie cash' from a film based on them, they encounter jewel thieves, an orang-utan called Suzanne and a wildlife marshal. Not to mention Ben Affleck and a host of stars. PSM2 **65**

JERRY MAGUIRE: COLLECTORS EDITION

OUT UK NOW

STARRING Tom Cruise, Renee Zellweger
DIRECTOR Cameron Crowe
CERTIFICATE 15
PRICE £12.99

Cameron Crowe finally hit the big time with this Tom Cruise-starring rom-com. Channelling the sarky spirit of his hero Billy "Some Like It Hot" Wilder, Crowe produced a satirical comedy that was also a love-letter to romance. Hate the thought of rom-coms? You won't hate this one. Cruise is on top form, Renee Zellweger is sexy as hell and Cuba Gooding Jr (who scooped an Oscar) has never been better. And yet Jonathan Lipnicki, who plays Renee's son Ray, still manages to steal the show. Apologies for the cliché, but show it the money. PSM2 **80**

ALSO RELEASED

WE WERE SOLDIERS
Released Out Now **Cert** 15 **Price** £19.99
Braveheart writer Randall Wallace directs Mel Gibson in a corny tale of Vietnam violence. Action-packed, but not cynical enough for us. **35**

THE OFFICE: SERIES ONE
Released Out Now **Cert** TBC **Price** £19.99
This year's funniest comedy arrives on lovely shiny disc format. Ricky Gervais is divine as the vile David Brent. Utterly unmissable. **92**

CONEHEADS
Released Out Now **Cert** PG **Price** £15.99
A comedy misfire from Dan Aykroyd and his Saturday Night Live buddies. An aliens-on-Earth laffer that never really takes off. **23**

BLADE 2
Released Out Now **Cert** 18TBC **Price** £15.99
Guillermo Del Toro brings stylised action to the Blade series. So fast-paced, it's blink and you miss something great. **70**

MULHOLLAND DRIVE
Released Out Now **Cert** 15 **Price** £19.99
David Lynch plays with our heads as he stitches a TV pilot into a movie. The plot's a tad confusing, but the acting's top notch. **75**

JACKIE BROWN: SPECIAL EDITION
Released Out Now **Cert** 15 **Price** £19.99
Tarantino blends fast dialogue and the brilliant Pam Grier in this blaxploitation flick that doesn't quite hit the mark. **69**

COMING SOON

TRON: SPECIAL EDITION
14th October
£19.99

ZOOLANDER
7th October
£19.99

THE TIME MACHINE (2002)
7th October
£15.99

Kobal Collection/United Artists

THINK YOU'VE FINISHED?

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THRILLING THIRD ISSUE
ON SALE TUESDAY 3RD SEPTEMBER

PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

How do you think Tony Hawk relaxes after a hard day lipping the vert? By slipping a bit of the old Afro Cuban Jazz on his iPod? Or tucking into the latest papery slice of Terry Pratchett pie? Maybe. He's not so hardcore that he can't switch off, see. Unlike us. When we stop being paid to play games, we retire to the Lounge to play them *just for free*. Aching bones are cradled by the soft, welcoming cup of leather armchair, thirsts are quenched by small mugs of cooling lager. The latest sales information gets beamed through the office videoprinter and we settle in for eight-player *'Splitters.*

2

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA

The game that has diehard fans and can't-be-arsed opponents in equal measure. The big problem is that you'll nail 80% of it in two days – but at least you can win credits to spend in *GT3*.

3

GRAND THEFT AUTO 3

It's been in the charts for an amazing 40 weeks – and it's still in the top 10. If our cover feature this month's given you the horn, and you've *still* not experienced the blinding PS2 original – get it in. Please.

14

TEKKEN TAG TOURNAMENT

Jesus. This has been knocking round the top 20 for over 90 weeks. So someone out there's still buying it. Do they not know that *Tekken 4*'s out this month? Quick – someone tell them...

CHARTS FOR MONTH ENDING AUGUST

PS2 TOP 20

Position	GAME NAME	Publisher	Developer
1	Medal Of Honor: Frontline	EA	EA
2	Gran Turismo Concept	SCEE	Polyphony Digital
3	Grand Theft Auto 3	Take 2	DMA Design
4	Spider-Man	Activision	Treyarch
5	Prisoner of War	Codemasters	Polyphony Digital
6	Gran Turismo 3 Platinum	SCEE	Polyphony Digital
7	Tiger Woods PGA Tour 2002	EA	EA Sports
8	Final Fantasy 10	SCEE	Squaresoft
9	Max Payne	Take 2	3D Realms
10	Soldier of Fortune: Gold Edition	Codemasters	Majesco
11	V-Rally 3	Atari	Atari
12	Smash Court Tennis: Pro Tournament	SCEE	Namco
13	Resident Evil Code: Veronica X Platinum	Capcom	Capcom
14	Tekken Tag Tournament Platinum	SCEE	Namco
15	Tony Hawk's Pro Skater 3	Activision	Neversoft
16	Star Trek Voyager: Elite Force	Codemasters	Majesco
17	Pro Evolution Soccer	Konami	KCET
18	LMA Manager 2002	Codemasters	Codemasters
19	Vampire Night	SCEE	Namco
20	Crazy Taxi	Acclaim	Sega/Acclaim

JAPANESE TOP 5

1	Kamaitachi 2	Chun Soft	Chun Soft
2	Jikkyou Powerful Pro Baseball 9	Konami	KCEO
3	Ape Escape 2	SCEI	SCEI
4	Actual Combat Pachislot Aladdin 4	Sammy	Sammy
5	My Summer 2: Chapter of Sea Adventure	SCEI	SCEI

US TOP 5

1	Madden NFL 2003	EA	EA Sports
2	Grand Theft Auto 3	Rockstar	DMA Design
3	NCAA Football 2003	EA	EA Sports
4	Greatest Hits: Gran Turismo 3	Sony	Polyphony Digital
5	Medal Of Honor: Frontline	EA	EA Studios

PSM2'S TOP 5IVE

What's been wearing out our office PS2s

1. TimeSplitters 2

2. Burnout 2

3. Winning Eleven 6

4. Need for Speed: Hot Pursuit 2

5. Gungrave

PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

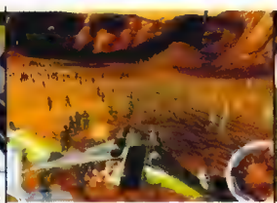
MILF
Ain't life *Quake*? Milf, being a left handed freak, finds many FPS games a pain in the brain. He can cope with *Splitters 2* and *Medal of Honor*, but finds *Quake* just 'OK'.

JONNIE
He watches. He learns. He picks up techniques, then throws them back at them the second their guard is down. He shoots people in the back

MARCUS
Marcus feels sick.

WHAT THE TEAM HAVE BEEN PLAYING THIS MONTH...

And which they gently suggest you get involved with.



JOEL'S BEEN PLAYING...

TimeSplitters 2, *WWE Smackdown! SYM* and *Need for Speed 2*. Joel's a man of variety with a sense of gaming style. For him, every day's an adventure, usually with a few random battles and a choice pouch of herbs. But not always. He's the office *'Splitters* master and says that he "could beat you all".

JONNIE'S BEEN PLAYING...

The Thing. Again. And *Clone Wars*. And *'Splitters 2*. Jonathan is someone who takes pleasure in science, while being a true gentleman of fiction. The combination, he stresses, is what makes him "the best" at multiplayer shoot-em-ups involving time travel. Not Joel. Not Dan. But *him. Him!* Damn it all.

DAN'S BEEN PLAYING...

Winning Eleven 6, *Burnout 2* and *Gungrave*. OK, *and TimeSplitters 2*. But due to more work-related jollies this month than is recommended by the BMA, Dan hasn't put many hours into Free Radical's king of shooters. The fact that the office Itchy (Joel) to his Scratchy always singles him out for death isn't helping.

MILF'S BEEN PLAYING...

Eggo Mania, *Lethal Skies* and *JoJo's Bizarre Adventure*. 'Curious Milf' decided to experiment with pain this month. Lunchtime bouts of *TimeSplitters 2* became a hazy memory as he subjected himself to hour upon hour of average entertainment. Conclusion: PSM2's recommendations *are* right.

MARCUS' BEEN PLAYING...

Dave Mirra XXX. Like some great big grown up baby with glasses, Marcus was far too captivated by the "naughty BMX game". It takes a lot for him to demount from his throne and visit the shop floor – swearing, nudey girls and bikes are three things that work. Marcus is not very good at *TimeSplitters 2*.

ADE'S BEEN PLAYING...

Prisoner of War. Proof, if proof be need be, that we love games so much we buy them to play at home. Adrian returned from the City Centre clutching a copy of Codemasters' escape-em-up. In a bag. With a receipt. Even though we've got a copy in the office, he wanted his own. This is hardcore.

BURIED TREASURE

The bit in the mag where we reveal how much we play games...

TIMESPLITTERS 2: We know it's not out yet, and we don't want to spoil things for you, but Christ, watch out for the aerial combat in the Blade Runner style level. They're incredible touch.

THE THING: Again, not out yet, but Jonnie's been playing it so much he's discovering stuff all the time. For instance, on your first trip through the game, you might miss the key to a whole room of medi-packs. All we'll say is head for the ice base and the chamber with the sarcophagus...

PRISONER OF WAR: Bit of a tip from Adrian: bribe the first guard in the morning exercise yard the second time you visit Stalag Luft for easy post room access.

CHEAP AS CHIPS...

"I want to play PlayStation 2, but the games are so expensive," said a member of the team's special 'uncle' the other day. We put him straight – you can now develop a taste for the cream of PS2 at the reasonable price of £20. And there's stacks of choice too.

Traditionally, August's a quiet month for videogames – the lure of football, tennis and the beach proving too strong for many. We all know that, the task masters unleashed our [illegible] *Smackdown! Just Bring It*, *SSX* and *FIFA 2003*. Each costing about the same as a new DVD. Jack's already snapped up copies of both *Smackdown!* and *SSX*, while Jamie's putting £2 away each week in one of Marcus' unique 'high interest' accounts for *Jak & Daxter*. Even though he's already finished it and found a PAL mod.

BUDGET PRICE TOP 20

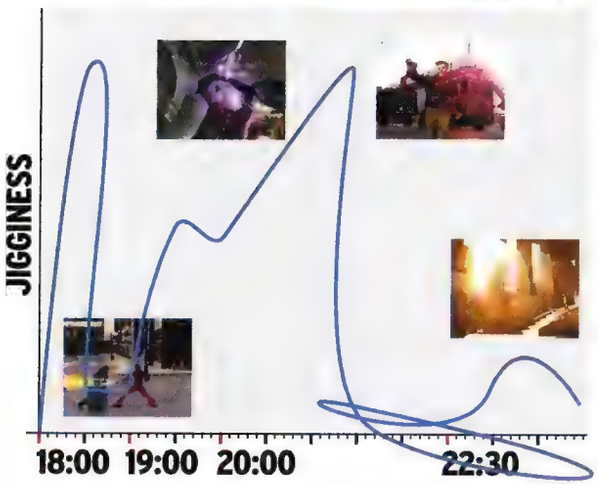
The latest official charts compiled by the UK Leisure Software Industry – it's not sexy, but dammit, it's accurate...

1 Grand Theft Auto 3	11 EA Rugby
2 Resident Evil Code: Veronica	12 Dead or Alive 2
3 Tekken Tag Tournament	13 Theme Park World
4 Crazy Taxi	14 Operation Winback
5 World Rally Championship	15 Dave Mirra Freestyle BMX 2
6 Spy Hunter	16 MX 2002
7 Ring of Fear (PAL)	17 [illegible]
8 Red Faction	18 Worms Blast
9 Onimusha Warlords	19 Formula One 2001
10 TimeSplitters	20 Quake 3 Revolution

BRAND NEW

As you'll know from a casual browse of this month's tips section (and the presence of a certain rodent), *Jak & Daxter*'s next on the budget hitlist – expect it on 27th September. Then – at last – on 8th November, *Devil May Cry* is unleashed for £20. Remember where you read it first...

BIG NIGHT IN...



I FEEL THE NEED TO GO MENTAL

Girlfriend too busy to pay you any attention? Mates gone on a surfing weekend and forgotten about you? Frustrated? Ape-shittin' angry? Ease off some of that pent-up boil with some games that let you truly cut loose.

YOU WILL NEED: A cool flannel, a darkened room and Motörhead's 'The Ace of Spades'.

18:00

Straight in with a half-hour kill frenzy on *State of Emergency*. No other game throws up so much fist-fodder so quickly. Then spend another half an hour considering what you've just done.

19:00

Time for a stroll through *Devil May Cry*. Repeated marionette death cures all.

20:00

You're starting to feel a little more relaxed. Time for *GTA3* – it's the game that keeps on giving. Take it slowly. Enjoy the hurting...

22:30

You begin to question the morals of what you've just done. Your stomach and head are going round and round. Your inner turmoil can only be quashed by *Ico*. Aaand relax...

HOW TO BLOW A MONKEY...

If your tax return lists the back of the sofa as your source of income, or if you stand to meekly inherit the Earth, then there is no finer place to spend the lucre.

A MONKEY £500

Money to burn? We kindly suggest you invest in a *TimeSplitters 2* Preparation Kit. Buy a MultiTap, three extra DualShock 2s, four large beanbags, and put in a pre-order for the game. If you're feeling particularly flush, you can always shell out for another PS2 and an iLink cable.

A PONY £25

Available now for around £25 from all good importers – the soundtrack CD to *Silent Hill 2*. Now the sound of twisted death and super-depression can be yours to keep and keep again. It's enough to darken even the brightest autumn day.

AN AYRTON £10

Ten pounds doesn't buy you much these days. But it can buy you some nostalgia. The original PSone version of *Grand Theft Auto* can by yours for under a tenner.

A LADY GODIVA £5

Save it or spend it? Perhaps you should start putting away any spare cash in time for *Grand Theft Auto: Vice City* (which many retailers are *already* taking pre-orders on). Or perhaps you should blow it all on sugar-rich confectionery entertainment.

PSM2'S ESSENTIAL TEN

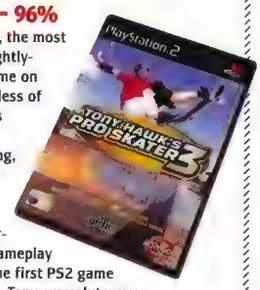
The ten greatest games available in the UK today. Fact.

1 MGS2 - 96%

Yes, the cut-scenes *are* tedious, but Kojima's masterpiece sets the bar for cinematic integration – with lush graphics, inspired sound and expansive gameplay. If genius was measured in grapes, this'd be a burgeoning vineyard.

2 THPS3 - 96%

Quite simply, the most addictive, tightly-designed game on PS2. Regardless of your feelings towards skateboarding, *THPS3* delivers a perfectly-pitched, ever-expanding gameplay challenge. The first PS2 game to go on-line. Tony, we salute you.

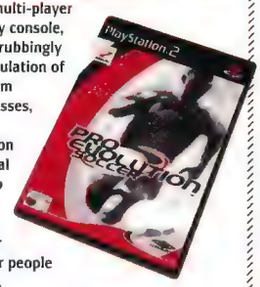


3 SSX TRICKY - 95%

Everything a console game should be – instant, exhilarating and bleeding-edge cool. EA's snowboarder merges seamless production values with honest, pad-ripping gameplay. Ace Run DMC soundtrack and DVD extras seal an essential purchase.

4 PRO EVOLUTION SOCCER - 95%

The finest multi-player game on any console, and an eye-rubbingly realistic simulation of football. From precision passes, tactical sophistication and graphical finery – *Pro Evo* has got the lot. Essential for footy fans or people with friends.



5 GRAN TURISMO 3 - 93%

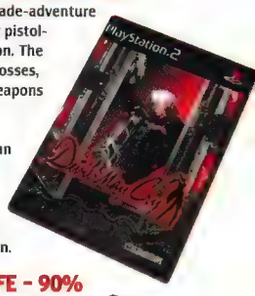
Debatably, PS2's killer-app and one of the best looking games in the whole of history, Sony's ultra-realistic driving sim dominates the genre like a growling Ferrari. Will last for ages. Promise.

6 GRAND THEFT AUTO 3 - 92%

For some, PS2's finest hour – graphically resplendent, morally bankrupt and endlessly diverse. The go-anywhere, do-anything gameplay amplified by exceptional level design. Robbery, explosions, guns, stunts, cars, rockets – the fun never ends.

7 DEVIL MAY CRY - 90%

A riotous arcade-adventure for your inner pistol-packing demon. The spectacular bosses, formidable weapons and pulsing soundtrack culminate in an adrenaline-detonating experience for gamers of any persuasion.



8 HALF-LIFE - 90%

Unequivocally, the finest integration of plot, gameplay and heart-popping set-pieces that'll sit in your memory for years to come. No single-player first-person shooter comes close, and – better yet – the PS2 version features an exclusive co-operative mode.

9 FF10 - 91%

The gameplay's feisty, the plot defiantly linear – but nothing delivers atmosphere, emotion or graphical thrills like Square's sprawling masterpiece. One of the finest RPG's in history, but familiarity and the need for life-consuming dedication cushions its impact.

10 MTV MUSIC GENERATOR 2 - 90%

If you've a song in your heart, Codemasters genius music creation package is the Sonny to your Cher – jammed with killer instruments and sonic trickery. Proof that you don't need an asphyxiating waistband or nervous stutter to knock out a chart standard ditty.

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — 72
An action-lead game that'll satisfy slash-em-up fiends

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 — 77
Not deep enough to offer limitless trick potential

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15 — 66
Dumps any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 70
Fast, good-looking and addictively fun to play.

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — 48
Super-game turned super-villain thanks to daft level design.

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue**> #22 — 79
A horror romp that doesn't disappoint in terms of atmosphere and visuals.

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue**> #22 — 48
Non-threatening junior gaming with a shiny veneer. Dull

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — 90
Blindingly gorgeous and cracking to play.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 37
It looks ragged and makes you work extremely hard for very little gain

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20 — 75
Cracking adventure let down by seen-it-all-before gameplay

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 — 52
Illogical puzzles and missions – distinctly average stuff.

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue**> #22 — 71
Fun at times but mainly boringly familiar.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — 78
Action, gunplay and panic, despite an unoriginal story.

FATAL FRAME
Publisher> Tecmo
Version> NTSC **Issue**> #23 — 77
Stylish and immensely frightening.

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue**> #20 — 22
Remedial AI, ham-fisted controls and a terrible game.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — 80
Good level design and the novelty of playing as three sides.

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — 92
Amoral. And the attention to detail keeps you hooked.

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19 — 81
An action adventure of Hollywood proportions from Sega.

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — 85
Strikes new ground for creative gaming. Less, literally, is more.

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19 — 82
Stylish, dark and violent but marred by ropey looks

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — 76
Some inventive ideas let down by basic design flaws.

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20 — 96
BEST ACTION TITLE Worth every bit of the hype.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — 62
Hi-tech combat lost in dull environments littered with crates.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — 80
Survival horror with the emphasis on carnage not tension.

ONIMUSHA 2
Publisher> Capcom
Version> NTSC **Issue**> #22 — 89
A perfect balance of strategy and combat.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — 68
Compelling, but nowhere near *MGS2*.

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue**> #24 — 73
Good idea and atmosphere, but slow-moving

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — 80
This revisit to zombie hell is familiar, but scary, stuff

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — 56
Visually inept at times, but still enough fun to interest.

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue**> #20 — 35
Far too clumsy to be anything that approaches fun.

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20 — 68
Brave, enjoyable but ultimately flawed.

SHIFTERS
Publisher> 3DO
Version> PAL **Issue**> #24 — 40
Save your cash for *Onimusha 2*.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 — 88
If you can accept the short duration of this version, the impact is unrivalled.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 78
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue**> #24 — 70
Very hard in places but still good fun.

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20 — 75
Non-stop, entertaining violence that's just a bit too shallow.

THE MUMMY RETURNS
Publisher> Vivendi
Version> PAL **Issue**> #17 — 46
Flawed controls and stilted gameplay. Not fun.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
The bad level design is only the start of many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help, either

ZETTAI ZETSUMAI TOSHI
Publisher> Irem Software
Version> NTSC **Issue**> #24 — 78
Dodgy control system, but generally very entertaining

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
Thoughtful, funny and addictively gentle.

ACTION-STRATEGY

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 79
Cheap and pretty with legions of machines.

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 — 75
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure.

DYNASTY WARRIORS 3
Publisher> Namco

Version> NTSC **Issue**> #20 **71**
A lack of innovation leaves this as just a decent update

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 **86**
A rare combination of brains and guns – looks good, too.

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 **36**
Simplistic, one-dimensional and extremely dull racer.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 **62**
The lack of variety extinguishes the long-term appeal.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 **80**
Undeniably an incredibly addictive, but short, arcade hoot.

GAUNTLET
Publisher> Midway
Version> PAL **Issue**> #10 **32**
Best as a multi-player, but you'll all suffer together

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 **29**
An arcade-perfect conversion of a dull shoot-em-up.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 **79**
A beautifully crafted thrill with an undeniable sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 **51**
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue**> #25 **66**
Fun, but basic beat-em-up. No contest for *Tekken*.

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 **79**
Not much depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 **83**
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 **83**
Comic bosoms can sadly be no substitute for solid two-player scraps

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 **78**
Sparky, but not quite as good as *Capcom Vs SNK 2*.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 **60**
This could've been something special, instead it's dull.

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue**> #25 **74**
An excellent idea, reasonably well done.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 **79**
A worthwhile update of an elderly series.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 **87**
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 **66**
A passable evening's rented entertainment.

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 **87**
BEST BEAT-EM-UP The most challenging fighter for ages

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 **80**
More a next gen tweaking of *Know Your Role*.

BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue**> #24 **58**
Too hard for kids and too repetitive for the rest of us. Who is this aimed at?

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 **60**
Lots of funny and genuinely impressive moments.

FREQUENCY
Publisher> SCEE
Version> PAL **Issue**> #23 **83**
Fast and furious button-mashing.

GITAROO MAN
Publisher> THQ
Version> PAL **Issue**> #22 **79**
Rhythm action the way it should be.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 **50**
Tiny Disney fans will enjoy it, however briefly.

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue**> #22 **70**
Entertaining, but not as inventive as *Gitaroo Man*.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 **78**
The sherbet-flavoured antidote to everything bleak on PS2.

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue**> #20 **56**
Stylish, sci-fi eye-candy bemani with frustrating and somewhat limited gameplay.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 **40**
An essentially dull SUV racer.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 **58**
Extremely average arcade shoot-and-race effort.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 **70**
It's a pity that SCEA couldn't have compromised on the realism here.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 **88**
An ideal foil to *GT3*'s smart-arsed sensibilities.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 **65**
The action is relentless and pacey, but the dodgy graphics let it down.

CIRCUS MAXIMUS: CHARIOT WARS
Publisher> THQ
Version> PAL **Issue**> #25 **55**
Gimmicky racer with paper-thin novelty value.

DOWNFORCE
Publisher> Titus
Version> PAL **Issue**> #23 **64**
Adequate F1 racing but a little too predictable.

DRIVEN
Publisher> bam! Entertainment
Version> PAL **Issue**> #17 **46**
Dumb, vacuous, tired and ultimately shallow.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 **57**
Over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13 **60**
Close, but absolutely miles away at the same time.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 **84**
A rewarding challenge for any racing fan who's willing to rise to it.

F1 2001
Publisher> EA
Version> PAL **Issue**> #15 **84**
An accessible racer for, with depth for veterans.

F12002
Publisher> EA
Version> PAL **Issue**> #24 **84**
One of the most accessible simulators we've seen.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 **47**
A poor quality title – basically a PSone game on PS2

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 **66**
Fine – just don't expect too much of it

FREEKSTYLE
Publisher> EA
Version> PAL **Issue**> #25 **59**
A pastiche of *SSX* without the originality or depth.

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> #16 **49**
Spend 40 quid on a Scalextric kit instead.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13 **93**
BEST RACING TITLE Astounds and challenges

GRAN TURISMO CONCEPT
Publisher> Sony
Version> NTSC **Issue**> #19 **80**
New cars, but GT pros might feel short-changed.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA
Publisher> SCEE
Version> PAL **Issue**> #25 **79**
Dumbed down version of *GT3*: short but playable.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> #16 **74**
Lovely to look at, but uninspiring to play.

JET ION GP
Publisher> Ubi Soft
Version> PAL **Issue**> #23 **07**
Worst PS2 game ever 'Nuff said.

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue**> #18 **38**
About as half as good as *Splashdown* in every respect.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue**> #18 **42**
Simple racing for tots with some decent construction.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12 **73**
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE
Publisher> Infogrames
Version> PAL **Issue**> #19 **65**
A simple game in most respects, but provides loads of smooth thrills and giggles.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 **60**
Cloying controls, poor racing and frustrating challenges make for a lack-lustre experience.

MASTER RALLYE
Publisher> Microids
Version> PAL **Issue**> #24 **55**
Fun but flawed – it smacks of an early release.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 **72**
Some nice touches that are sadly compromised by reality-check graphics

MOTO GP2
Publisher> Namco
Version> PAL **Issue**> #19 **71**
Solid racing and a few added extras, but that doesn't make this one radical

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 **78**
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 **62**
An ordinary addition to an ordinary racing genre.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> #17 **40**
Manages to enrage and bore at the same time..

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15 **60**
Intriguing racer with uninspired and tepid presentation

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 **43**
A bright and solid dinky racer. Cheap as well.

PRO RALLY 2002
Publisher> Ubi Soft
Version> PAL **Issue**> #22 **68**
Passable induction to rallying, but not as good as *WRC*.

RALLY CHAMPIONSHIP
Publisher> SCi
Version> PAL **Issue**> #24 **56**
An average game with the occasional bad bit

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 **56**
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 **72**
Fast, undeniably attractive and always fun to play.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 **76**
Arcade-style knockabout racing at its idiotic best.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 **77**
Too intense and samey.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 **75**
High adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 **45**
A flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 **38**
We can't be arsed to play this again and neither will you.

STUNTMAN
Publisher> Atari
Version> PAL **Issue**> #26 **74**
Frustrating, but gripping gameplay

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 **36**
Spend £30 on *Burnout* instead, this is a waste of time.

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue**> #22 **45**
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE
Publisher> Infogrames
Version> PAL **Issue**> #23 **64**
Fast and fun but lacks innovation.

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> #16 **44**
No originality – it's more reliant on luck than skill.

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18 **13**
Utterly rubbish.

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 **76**
Feels lightweight next to *Crazy Taxi*. But great design.

TOCA RACE DRIVER
Publisher> Codemasters
Version> PAL **Issue**> #26 **82**
Stylish storytelling - but just not as good as *GT3*.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 **38**
No taunts, betting and revving up at the lights. Weak.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 — 62
Like an attractive 3D *Pac-Man*, only in small cars.

VRALLY 3
Publisher> Infogrames
Version> PAL **Issue**> #24 — 81
A solid satisfying racer.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 — 63
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 — 71
Frustrating controls make this an exasperating ride.

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> #19 — 73
PS2 already has its killer apps, which relegates this effort to a shiny sequel.

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 — 87
Looks ace and handles brilliantly.

FIRST-PERSON SHOOTER

DEUX EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue**> #22 — 88
Clever, pacey and plot-heavy. Most detailed FPS yet.

DINO STALKER
Publisher> Capcom
Version> PAL **Issue**> #26 — 58
Capcom's best lightgun game yet, but still too lumbering.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 — 90
BEST FPS TITLE If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 — 88
Every element thrown in so fast you can't help but enjoy it.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 — 89
A supremely atmospheric and absorbing experience.

MEN IN BLACK 2: ALIEN ESCAPE
Publisher> Infogrames
Version> PAL **Issue**> #26 — 42
A rough shoot-em-up that does nothing new

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 — 85
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 — 88
An entertaining action adventure that's not without flaws.

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 — 41
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 — 64
A PC port that's a fraction of the game it should be.

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 — 75
Frayed around the edges, but it plays tightly enough.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 — 86
Great multi-player, challenges and Level Editor.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 — 82
Excellent single-player mode. Fails badly in multi-player.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 — 80
Superb in places with some genuinely thrilling moments.

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 — 43
Uninspiring, prosaic and lifeless.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 — 79
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 54
Awkward controls, tiny arenas and spiteful difficulty.

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 — 56
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 — 70
Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 — 74
Lush battles and loads of strategy – a bit like chess.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 — 46
A derivative title that's very average.

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 — 63
Panic action that'll leave you grinning.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 — 84
BEST MECH TITLE Short, but intense battling action.

PLATFORMER

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 — 66
Next-gen reworking of Crash's 32-bit past glories.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 35
A lame game launching on the back of a successful film.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 29
Stunningly basic and enormously dull... even for kids.

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> #19 — 30
Commits every platform sin and the plot's utterly baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 — 79
Nearly a classic – but repetitive with a short lifespan.

FROGGER
Publisher> KCEA
Version> PAL **Issue**> #22 — 25
For easily impressed children only.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 — 51
More playable and less 'weird' would've helped.

JAK AND DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 — 85
BEST PLATFORMER Massive, gently enthralling and fun.

KLONOA 2
Publisher> Namco
Version> PAL **Issue**> #10 — 73
Visually beautiful with well-machined gameplay.

MAXIMO
Publisher> Konami
Version> PAL **Issue**> #20 — 84
Ace for hardcore gamers, but it is very tricky in places.

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue**> #19 — 41
Cunning use of cut-scenes don't make a decent game.

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue**> #20 — 50
A decent adventure for pre-school sprogs.

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 — 55
Masks solid platforming behind unbalanced level design.

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue**> #18 — 48
A blend of racer/platform/shooter, and a right mess, too.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 68
The characters are for kids, the gameplay's for adults.

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
Publisher> THQ
Version> PAL **Issue**> #25 — 64
Competently designed, by-the-numbers platforming.

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue**> #04 — 71
A solid, if slightly small, puzzler.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 — 85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 — 78
Proves that puzzle games don't just have to be slotting blocks together.

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue**> #22 — 52
Odd, boring and average. More strange than fun.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 — 78
Little more than a buffing up of the classic game.

TETRIS WORLDS
Publisher> THQ
Version> PAL **Issue**> #23 — 32
Pointless fingering of an old-skool puzzler.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 — 60
Stinks of quality and does the job properly.

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 53
If you're having a crap party then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> #11 — 81
Manages to mould RPGs into something refreshing.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 — 80
Smells of entertainment rather than drudgery.

EVERBLUE
Publisher> Capcom
Version> PAL **Issue**> #24 — 51
There's no excitement here at all. Put that cash away.

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 — 35
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue**> #23 — 91
BEST RPG The game that all the others want to be.

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 45
Dated and dire gameplay and graphics. The good combat system is utterly wasted.

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 70
Solid-enough critter-battling gameplay

KINGDOM HEARTS
Publisher> Square
Version> NTSC **Issue**> #23 — 87
An enchanting action RPG, but a little too rambling

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue**> #24 — 54
Moody and incompetent RPG – only for hardcore fans.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 — 56
A brash attempt to defy RPG with facile gameplay.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 — 80
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 — 70
A game with massive aspirations

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11 — 47
Encouraging, but looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> #11 — 18
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 — 40
A lazy banged-together rehash of established concepts.

ENDGAME
Publisher> Empire
Version> PAL **Issue**> #25 — 49
Hackneyed lightgun game with no replay value.

FIREBLADE
Publisher> Midway
Version> PAL **Issue**> #24 — 68
Thrilling early on, but slack gameplay in stealth mode.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10 — 86
BEST SHOOT 'EM UP Rammed with stuff to do, humour and significant extras

IRON ACES 2
Publisher> Xicat Interactive
Version> PAL **Issue**> #20 — 17
A confusing travesty that looks absolutely terrible

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> #15 — 63
This is big, dumb knockabout fun that plays like a diet version of *Twisted Metal*.

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> #18 — 35
A bizarre scrolling 2D snapper that lacks any substance.

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> #19 — 49
Only a pathetic 14 minutes long in Story mode

REZ
Publisher> Sony
Version> PAL **Issue**> #18 — 66
Clever, but not half as innovative as it thinks it is.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> #16 — 67
After an evening with this you'll have had your fill.

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #22 — 80
Accomplished, attractive, plot-driven and bloody good fun.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 — 85
Atmospheric, exciting, and full of explosions.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 — 78
A fantastic coin-op conversion

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos

Version> PAL **Issue**> #14 — 70
An explosive charge into occupied territory.

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 67
Limited, low-level, mission structure.

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 — 80
Fast and frenetic – we like the way this sick carnage plays.

UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue**> #25 — 62
Attractive and playable aquatic combat.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 — 69
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11 — 29
Halliwell-thin and totally inadequate gameplay

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 — 65
Thorough and insightful, but could get up your nose

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22 — 71
Nearly great but too much focus on individual flair.

AKIRA PSYCHO BALL
Publisher> Bandai
Version> NTSC **Issue**> #25 — 47
A ball-breakingly average pinball sim

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24 — 83
Very entertaining. Almost a contender to the *Hawk* crown.

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 — 72
A quality two-player game of hardball

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23 — 74
Impressive gameplay, but a little pedestrian.

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 — 64
A bit ropey looking and retro but competent.

CENTRE COURT HARDHITTER
Publisher> Midas
Version> PAL **Issue**> #19 — 62
Poor one-player – the four-player is ace, though

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 — 41
A real ham-fisted effort that's rotten to look at and play.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 — 76
Bugs aside, this still has some impressive moves on PS2.

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue**> #24 — 24
A tragic attempt at a footie game. Barely playable.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 — 59
Solid, but let down by unforgivable graphical glitches.

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24 — 72
Great graphics, but it still lags behind the NBA series.

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 — 63
A jolt of bemani can't save it from looking tired

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 — 55
Immaculate presentation but lacking in any variety.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 — 68
Bang-up-to-date. Marred by a reliance on character stats.

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 — 62
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 — 70
The unforgiving learning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 — 69
The authenticity's admirable, but the poor Career mode isn't.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 — 69
Flawed play and patchy presentation.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22 — 39
Joyless horse racing sim, without polish or imagination.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24 — 71
An arcadey alternative to *All-Star*

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24 — 56
No PS2 magic here, but at £15 a pop, who cares?

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12 — 07
A simply rubbish game, repackaged and aimed at young fans. Arse.

ISS2
Publisher> Konami
Version> PAL **Issue**> #22 — 55
Full of promise, but delivers a poor performance.

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20 — 38
About as mad as a pair of brown brogues. Very dull.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 — 79
Compromised by some nasty graphical glitches.

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22 — 36
Half the price of *Bass Strike*, and half the game as well.

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18 — 71
For veteran 'smart marks' – fantastic. A worthwhile effort.

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23 — 75
Engaging, but not to everyone's taste

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22 — 86
The best football management sim you can get for PS2.

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue**> #15 — 87
If you own *Madden 2001*, it's definitely time for a trade-in.

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue**> #23 — 61
No match for *Knockout*.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 — 72
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17 — 70
Legible tattoos don't enhance a simple roster update.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 — 70
As fun as the *NBA Jam* series ever was.

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11 — 74
A funky take on basketball that's hard-hitting instant fun.

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue**> #25 — 61
Not the greatest tennis game ever, and hard work.

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15 — 70
The gameplay's tight and the visors shiny.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16 — 72
A belting title that transcends its steep learning curve.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 — 45
Skimps in the areas it should be concentrating on

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16 — 95
BEST FOOTBALL TITLE Faultless footy. Crap commentary.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 — 82
Boxing that looks good and makes you laugh.

RED CARD
Publisher> Midway
Version> PAL **Issue**> #23 — 80
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 — 80
A damn fine – if a little simple at times – game of rugby.

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19 — 39
None of the punch of an arcade game or any of the substance of a sim.

SHAUN PALMER'S PRO SNOWBOARDER
Publisher> Activision
Version> PAL **Issue**> #18 — 35
Lacks the flair and playability of both *Tricky* and *THPS3*.

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #23 — 87
Up there with the best sports titles on PS2.

SLAM TENNIS
Publisher> Infogrames
Version> PAL **Issue**> #25 — 77
Smart arcade-style tennis sim – similar to *Virtua Tennis*.

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16 — 95
Very cool. Compulsive gameplay and riotous effects

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE
Publisher> 3DO
Version> PAL **Issue**> #26 — 08
An absolute shocker

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 — 70
A round of golf with ludicrous cartoon characters.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14 — 71
Deceptive playability with some excellent detailing.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 — 72
It captures the feel and emotion of golf perfectly.

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17 — 96
A trick-packed, brilliantly-realised challenge.

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue**> #22 — 22
Don't waste your cash – this plays like a damp dog.

TRANSWORLD SURF
Publisher> Infogrames
Version> PAL **Issue**> #26 — 72
An enjoyable first attempt at digital surfing.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12 — 56
Stilted animation and odd ball movement. Shame

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18 — 48
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14 — 80
This realistic boxer falls just short of greatness

WINNING ELEVEN 6
Publisher> Konami
Version> NTSC **Issue**> #24 — 93
The most divinely-balanced, free-flowing footie game ever.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14 — 76
Captures the atmosphere and realism of the game

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue**> #23 — 36
Woefully inept attempt at tarting up dull tennis.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15 — 76
Overflowing with tactical subtlety.

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue**> #24 — 56
The one-dimensional combat melts any long-term appeal

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue**> #24 — 79
A gripping balance of action and strategy.

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 — 74
Takes Japanese strategy into the major league.

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20 — 66
Looks epic but lacks depth. One for RTS fans.

UTILITY

EJAY CLUBWORLD
Publisher> Empire Interactive
Version> PAL **Issue**> #26 — 84
A solid, fuss-free choice for the amateur DJ

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10 — 90
If there's music in your soul, this disc belongs in your PS2.

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue**> #19 — 23
Poor – but the naff video generating element's a laugh

REMEMBER...

Absolute PS2 is fat with games, including all the games you should be considering and all the lemons that you should steer well clear of. You shouldn't even consider a purchase until you've got the only opinion on PS2 gaming that matters. Don't forget to see the DVD for our must buys...

THE UK

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  Beat your mates on loads of favourites
- **TAKE ON THE EXPERTS!**
  Challenge the Future Games mag editors
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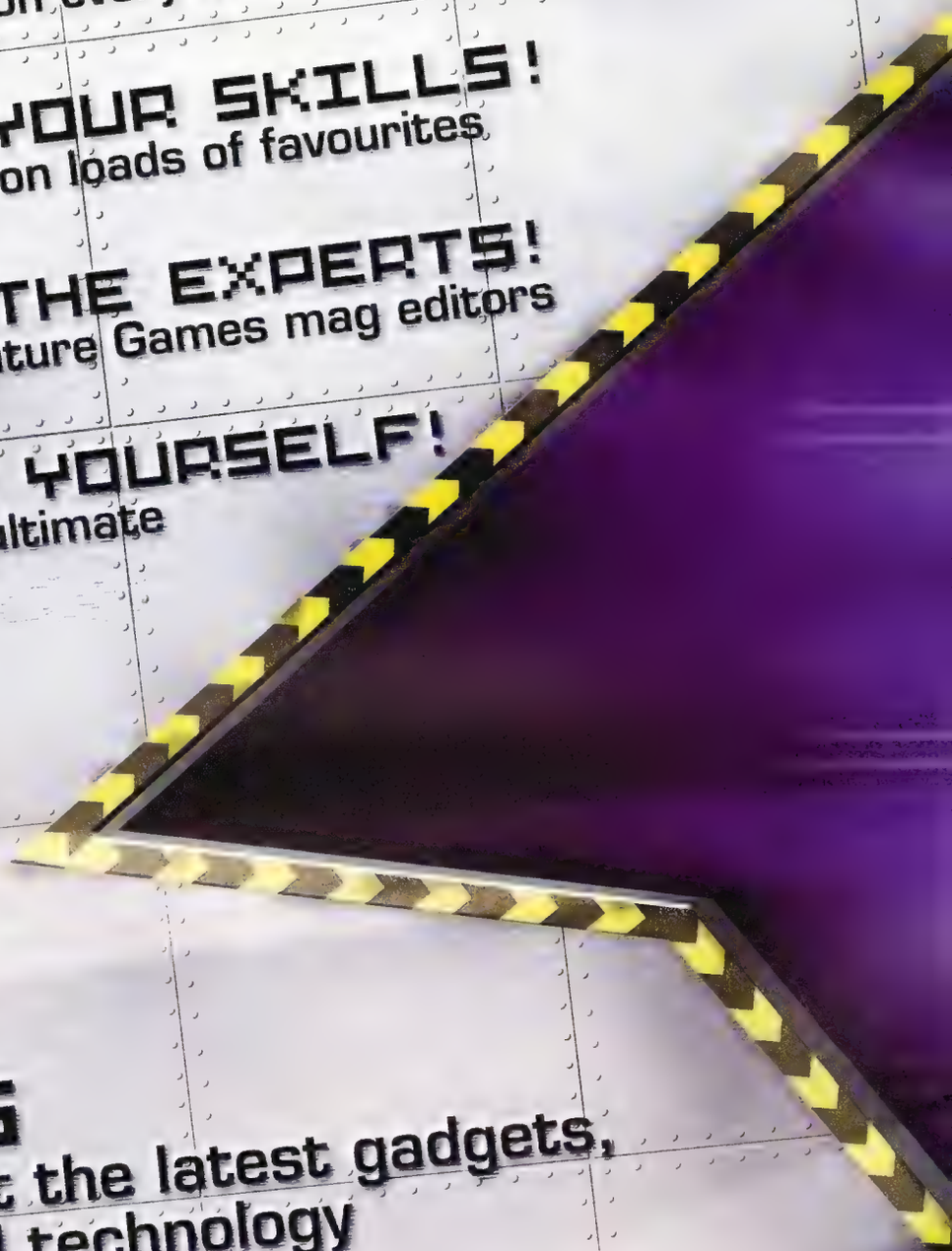

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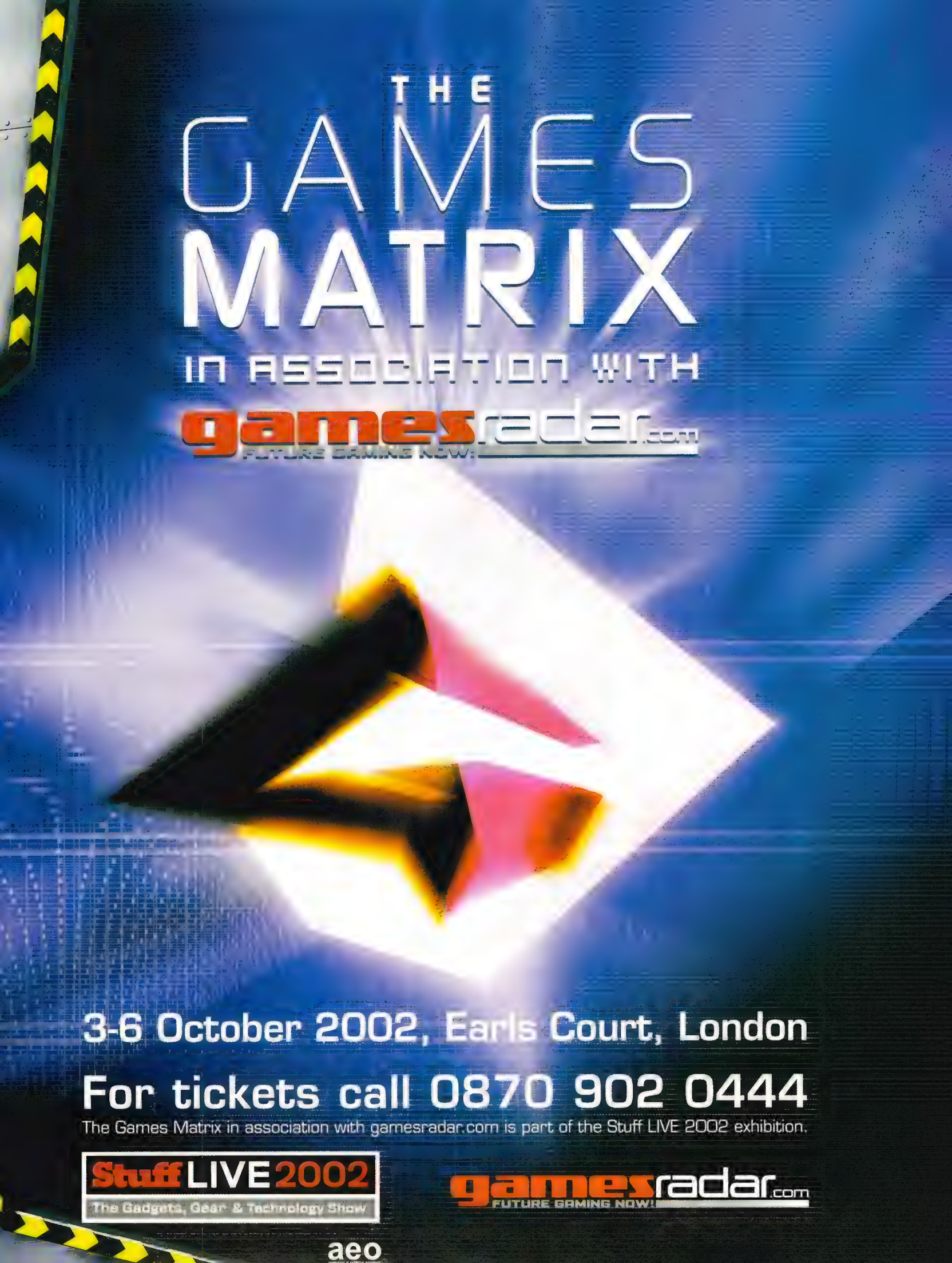
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PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ART OF PS2

プロヒント

トクセンジョウホウ

I'VE HAD THE TIME OF MY LIFE, AND I'VE NEVER FELT THIS WAY BEFORE... WELL, ACTUALLY...

DAN

Apparently, according to Stephen Hawking, time travel's perfectly possible – all you've got to do is duck though one of those little wormholes connecting the parallel fabric of the universe. Talk about complicated. To be honest, we've been travelling through time for ages – and with a lot less fuss. Simply sit in front of the TV, grab a joypad and insert PSM2's patented 'time-hoovering disc'. The years just slip by. After a few button presses, we could actually trace Marcus' hairline receding into a Jim Robinson-island.

The name of this special disc? Ah, yes... *Stuntman*. While the team are starting to resemble the cast of Cocoon, we just keep going back for one more go... who'd have thought that crushing repetition could be so addictive? Before you start listening to Radio 4 and going shopping *really early* every day, we've compiled an exhaustive six-page guide to *Stuntman* on pg110. Jonnie might look like Yoda on a pickled egg diet, but it was worth every second.

Continuing the time-travelling theme, we've ventured back 20 years to rescue that bloke from The Thing to answer your gaming woes on pg104. Paranoid? You don't know the half of it...

In fact, the only thing that should be playing on your mind at all this issue is using cheats in the first place – if you haven't tried completing the game first, then you're *definitely* stealing years from your life. Until, next time... Oh God, no! Marcus... it was only a film... put the monkey down and step *away* from the Delorean...

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

SPIDER 'N' WHACK: Kicking goons in the throat's never been easier. Strength of a spider, see.

> THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

Man alive! Man Friday! Er... Man United. It's PSM2's games featuring the word 'man' cheat special!

SPIDER-MAN

Spider-Man, Spider-Man... does whatever a spider can. *Really*? Most get captured between a beaker and a bank statement before being flushed down the toilet. Phrrrt...

In the Specials menu, enter the following codes. The Green Goblin will laugh if you've entered the code correctly. Enter it twice to disable it.

Master code
ARACHNID

All levels, FMV sequences, and gallery pictures will be unlocked.

Level select
IMIARMAS

Level skip
ROMITAS
Pause the game and select the Next Level option to advance.

Bonus training levels
HEADEXPLODY

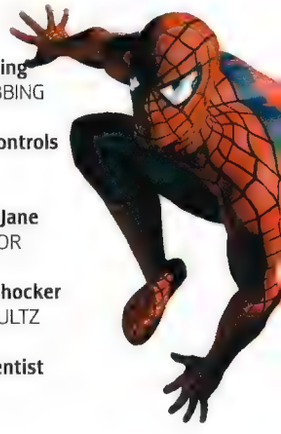
Infinite webbing
ORGANICWEBBING

All fighting controls
KOALA

Play as Mary Jane
GIRLNEXTDOOR

Play as The Shocker
HERMANSCHULTZ

Play as a scientist
SERUM



TIP OF THE MORNIN'

SCOOBY-DOO

Aw, c'mon... the game's all right, but imagine if you could add snow? Or fireworks? Simply change the PS2's internal clock to the following dates for some weird goings on at the front yard and the mystic playground: January 1st: fireworks, July 4: fireworks and oddities, October 31: giant bats over the door, December 25: snow. Now if we could only get rid of the one who looks like Jimmy Krankie, we'd be laughing...

Play as a police officer
REALHERO

Play as Captain Stacey (chopper pilot)
CAPTAINSTACEY

Play as thug (model 1)
KNUCKLES

Play as thug (model 2)
STICKYRICE

Play as thug (model 3)
THUGSRUS

Matrix-style attacks
DODGETHIS

Goblin-style costume
FREAKOUT

Small Spider-Man
SPIDERBYTE

Big head and feet
GOESTOYOURHEAD

Enemies have big heads
JOELSPEANUTS

First person view
UNDERTHEMASK

Pinhead Bowling minigame
Accumulate 10,000 points to unlock the minigame in the training menu.

Vulture FMV sequence
Accumulate 20,000 points to unlock the sequence in the CG menu.

Shocker FMV sequence
Accumulate 30,000 points to unlock the sequence in the CG menu.

Green Goblin FMV sequence
Successfully complete the game on the Hero or greater difficulty setting.

STUNTMAN

Don't say we didn't warn you. These cheats should alleviate the urge to kill associates with *Stuntman*'s, um, 'compelling' gameplay.

All cheats to be entered at the New Game menu. Please note: All codes are case-sensitive.

All cars
Enter spiDER or ChUmP to unlock them in stunt constructor and training modes.

All toys
Enter MeFf to unlock all toys in stunt constructor mode.

All trailers
Enter FellA to unlock all trailers.

All driving games, cars and toys
Enter BindI to unlock all driving games, cars, and toys.

COP CLASS: Sod all that playing fark - watch the trailers. The Toothless In Wapping one's really funny.

BARBARIAN

Play as monosyllabic author Sir Arthur 'Conan' Doyle. Possibly.

Alternate costume
At the character selection screen, highlight a character, then press R1.

Control loading screen
When the loading screen with the skull appears, use the left analogue stick to move the skull.

WALKEN BACK TO HAPPINESS

Next month, Christopher will be 'walken' into retirement, entirely of his own accord. To be honest, we'll be leading him there at gunpoint if it means another trawl through IMDB.com in a desperate search for films relating to another tenuous pun, but, hey, you get the drift. Without further ado, ladies and gentlemen, we present... Max Shreck.

"I'm sorry... my disgusting friend, those terms aren't... acceptable... in my town, we'll... play... things... my way. Anyhoo... did you know that I also like to play things my way by holding all four shoulder buttons and pressing ↓, ←, ↑, →, ⊗, ○, △, □ at the Options screen? No?... Christ!... Does nobody understand?... I was talking to the Penguin. *The Penguin ... dammit!* You know... in Batman Returns. *Batman*? Big fella... pointy ears? Ladies and gentlemen, I bid you goodnight... and thanks for all the fish..."

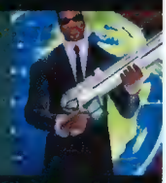
NEXT MONTH: WALKEN WOUNDED

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code for these AR2 codes to work.

MEN IN BLACK 2 ALIEN ESCAPE (M)
0E3C7DF2
1853E59E
EE959A5E
BCA99C80



Super cheat
DE5E7EA6
BDAA9C84
DE5E7EA2
BDAA9C84

Monster Score
DE70B536
0CBE9D7C

Infinite Lives
DE70B57A
BCA99B86

Infinite Health
DE70B502
FE719B83

Infinite Xeno Bombs
DE70B522
BCA99B8C

Enemies Can't Shoot
DE6EAD62
BCA99B83

Manic Runner
DE6EAE76
FBAB9B83

No Clipping
DE86C4BE
BF899B8B
DE86C4BA
BCA99B83

Stupid Opponents
DE50C37E
BCA99B83

No Pickup Timer
DE96E8EE
BF899B8B
DE96E8EA
BCA99B83

Bullets Can't Hit
DE871BEE
BF899B8B
DE871BEA
BCA99B83

PRISONER OF WAR (M)
0E3C7DF2
1853E59E
EEA40CE2
BCE38D72

All Secrets
DE5618FE
BCA99B85
DE5618FA
BCA99B85
DE561886
BCA99B85
DE561882
BCA99B84
DE56188E
BCA99B84
DE56188A
BCA99B84

Unlock 2nd Level
FE56B889
BCA99B86

Unlock 3rd Level
FE56B870
BCA99B86

Unlock 4th Level
FE56B8DB
BCA99B86

Unlock 5th level
FE56BF42
BCA99B86

R2+L2+up Freeze Timer
0E59C478
BCA99772
DEAE6722
68E99B9F
0E59C478
BCA99772
DEAE672E
002A3B83

R2+L2+down Restart Timer
0E59C478
BCA99742
DEAE6722
80FD9B9F
0E59C478
BCA99742
DEAE672E
022940A3

TEST CAPTAIN BLAKE

Rats, dogs, people... everything gives him the fear of crikey.

FATMAN FOREVER: Shoot the chubby blighter in his cueball noggin. That'll learn 'im.

GIMME A SNAKE

Dear PSM2,

I know this is where people request help, but here's a list of bloopers and hints for *MGS2*. Ready? First up, take as many photos as you can of the General during his speech – when you see Otacon, he'll be in tears because you're freaking him out. Second, hide in a locker and call Otacon to hear Snake's wisecrack about Otacon wetting himself. Third, at the start menu press ↑, ↑, ↓, ◎, △, ← and ← to access the Big Head mode. Finally, to hear Fatman fart, shoot him three times and once more when he's sitting down.

Naj, via email

Thanks, Naj.

Yes, thanks Private Walker... after you, I insist.

SONNY DELIGHT

Dear PSM2,

In *THPS3*, I've heard you can play as Tony's sons, Riley and Spencer. I tried typing in the cheats you gave, but they didn't work. Please could you confirm the code because I'm dying to play as them.

[illegible]

Sure thing, simply enter the cheats screen and type the mastercode Give Me Some Wood, then enter Spencer Hawk or Riley Hawk as names in the character editor screen. Easy.

For the last time... No, I won't loosen the bindings. Phhht. Phew.

HORN FREE

Dear PSM2,

In the excellent adventure *Ico*, there doesn't appear to be any bonus for completing the game. Wrong! Look in the options menu before your second game and you'll find loads of interesting effects to make the game look like an old black and white film, and a two-player mode where you can control Yorda. It's flawed, but a nice bonus nonetheless. Keep up the good work

[illegible]

YORDA ONE FOR ME: Persuade a mate to play your lily-faced girlfriend. In the *game*, mind.

Cheers, David. But did you know about the Lightsaber? At the top of the waterfall, by the door leading to the water wheel, there's a tree next to the steps. Bash it loads of times and a Steel Ball will fall to your feet. Grab it, and head to the previous area you were in – there's a secret room located in the middle of the ledge, the one with the two sets of stairs. Push the odd-looking arch in the middle to reveal the room. Take Yorda to the circle in the middle, and a stone cup will rise from the ground. Throw the ball inside the cup, and the Mace or Lightsaber will fly through the window.

What! Me? Acting Suspicious?... Damn you, Walker... DAMN YOU ALL TO HADES!...

WAKKA DAY

Dear PSM2,

I bought *FF10* the other day and it's great, but I'm stuck on the Al B'hed Crawler near the Macalania How do I survive the Mana beam? Please help.

[illegible]

OK, the first thing to do is deal with the Negator. Have Tidus cast Haste

CRAWL OR NOTHING: Swapping your friends is key to success. Which is, sadly, like life

on Wakka and Rikku, then attack with grenades and Blitzball specials. After about four rounds the buzzing craft should go down, at which point swap Wakka for Lulu and Rikku for Yuna. Now wade in with Thunder attacks and summon Axion. Keep up the assault and if the Negator returns repeat the process. Bingo.

Sorry... just a little paranoid. What? You want the gun? Of course, I'll just... BLAM! BLAM!... Take that you freak! BLAM! BLAM! ... Beg mother fugger!... BLAM! BLAM!... HAVE IT!... Walker?... Oh arse.

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to – Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk

BYTESIZE

TEKKEN 4: Always take advantage of the pre-hitting shuffle – it's the ideal opportunity to switch into Craig's Vale Tudo stance for instance, or even take a leap over an opponent's head for a cheeky back-kick.

ONIMUSHA 2: Wait until the enemy is *just* about to launch an attack, then tap ◎ for a critical hit – stopping all nearby foes. Or you can hold down L1 to charge your weapon for a powerful strike – the blade will glow if you get it right.

UFC THROWDOWN: Being trapped in the Back Mount Bottom position's sure to hurt most people. Not wrestlers, though – lull them into a false sense of security by clutching your head, then catch them in the Boston Crab.

THE THING: Always save before the end of a mission. This is also a good time to steal as many items as you can from the team, without betraying their trust – eg. take their gun with six clips of ammo, and return it with only one.

GUNGRAVE: Don't use the Demolition Shot unless absolutely necessary – you'll need them for the bosses. Use the forward dive when the screen empties to lure new foes in and continue the combo.

PRISONER OF WAR: In Chapter 3, when meeting Harding in the sewers of Colditz, there are three routes available: Take the one via the German Mess Hall, as it'll take you directly to him and avoid most of the guards.

FERRARI F355: While learning the intricacies of braking it's useful to flick the IBS assist on and off with △, so if you're losing traction in a bend, you can hit the button and let the computer do the braking for you. Easy.

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PS2 MENTAL!
! FIGHT! FIGHT!
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king of fighters returns–
crunching review inside!
EEL THING
HOFFMAN'S
BMX 2
than Tony Hawk's?
ONESS
UNTMAN
ped to DESTRUCTION beat
the game with our complete guide
PLUS!
Lord of the Rings
Madden 2003
Way of the Samurai
MX Superfly
Burnout 2
Wreckless
FIRST UK REVIEW!
TUROK EVOLUTION
It's pure dino-migh
The ONLY verdict that co
FREE TOCA BOOK
THE ONLY OFFICIAL GUIDE!
Codemasters
PREVIEWED!
RATCHET AND CLANK
Platforming perfection!
HERE BE DRAGONS
REIGN OF FIRE
Save the world then BURN IT DOWN!
TOCA RACE DRIVER
Every course NAILED!
PLUS! EXCLUSIVE maps, hints and tips direct from the developers!
FREE ONLY WITH MAX
You could say I've got the horn. And you'd be right.
ON SALE NOW
AT ALL GOOD NEWSAGENTS*
(AND CRAP ONES)

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of gaming masters. Only those worthy of competing alongside the best gaming ninjas may enter our rolls of honour.

NEW LEAGUES

WIN! ACTION REPLAY *MGS3* is hotting up fast as you send in your best times. *GTA3* and *Burnout* are also looking active – but what's this? A new challenger for the *THPS3* black belt? The fight is indeed on...

PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks' work experience can be a nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements each month with Action Replay 2 cartridges. **PSM2**

HOW TO BE FAMOUS!

1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it... We only want new chart entries, and we update our listings every month.

2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.

3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).

4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkeys. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.

5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.

PRO DOJO CHECKLIST: BINGO!

Photo Video Entry Form

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date is Tuesday, 10th September. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

SSX TRICKY

Über boards, full stats and the best characters seem to be a standard in this league – and the phenomenal scores you're putting in prove they're working.

	TOP SCORES		TOP TIMES	
Snowdream	1,701,450	Alex Sandison	1'47"93	Austin O'Toole
	1,557,780	Jonathan Minott	2'05"10	Frederick Astier
	1,532,140	Austin O'Toole	2'06"55	Alex Duffy
Elysium Alps	2,730,740	Austin O'Toole	3'26"16	Austin O'Toole
	2,629,495	Sam Payne	3'28"38	Simon Baggott
	2,591,760	Jeff Bell	3'30"14	Frederick Astier
Merqury City	2,594,165	Austin O'Toole	2'31"26	Austin O'Toole
	2,265,770	Sam Payne	3'28"76	Gareth Russell
	1,972,610	Chris Abnett	3'29"43	Carl Musgrove
Mesablanca	1,500,890	Alex Sandison	2'13"58	Austin O'Toole
	1,435,645	Austin O'Toole	2'25"43	Gareth Russell
	1,036,880	Amanda Offord	2'29"54	Andy Lyle
Tokyo Megaplex	2,409,945	Alex Sandison	2'26"44	Austin O'Toole
	2,198,630	Austin O'Toole	3'15"13	Dean Edwards
	2,187,640	Anthony Portch	3'21"68	Damian Lobbett
Pipedream	2,531,230	Austin O'Toole	1'32"99	Austin O'Toole
	2,325,820	John Norman	1'37"64	Alex Duffy
	2,312,200	Anthony Portch	1'40"75	Carl Musgrove
Garibaldi	2,133,850	Alex Sandison	2'38"54	Austin O'Toole
	1,983,820	Austin O'Toole	2'39"54	Carl Musgrove
	1,947,200	Chris Abnett	2'40"43	Gareth Russell
Alaska	2,123,410	Alex Sandison	4'06"23	Andrew Stone
	2,075,255	Amanda Offord	4'14"21	Austin O'Toole
	1,837,801	Jeff Bell	4'23"56	Frederick Astier

GRAN TURISMO 3

Fancy competing on *GT3?* Then send us your Free Run Arcade lap times using the Castrol Supra.

SUPER SPEEDWAY	
0'27"701	Tommy Willumsen
0'27"744	James Gott
0'28"341	Dave Barnard
0'28"518	Colin Doran
0'28"866	Aedan Sherry

MIDFIELD RACEWAY	
0'57"678	Freddy Jenssen
0'57"726	Tommy Willumsen
0'57"799	James Gott
0'58"249	Dave Barnard
0'58"397	Colin Doran

SMOKEY MOUNTAIN	
0'56"629	Christopher Hill
0'57"861	James Gott
1'01"817	Donna Betts
1'03"655	Kim Saarinen
1'06"755	Sauli Leppanen

TRIAL MOUNTAIN	
1'07"502	Freddy Jenssen
1'07"605	Tommy Willumsen
1'07"835	James Gott
1'08"124	Aedan Sherry
1'08"146	Colin Doran

SWISS ALPS	
0'56"784	Kim Saarinen
1'04"257	Christopher Hill
1'04"600	James Gott
1'09"134	Dave Barnard
1'14"534	Sauli Leppanen

HILLSIDE PASS

1'35"659	Jonathan Kay
1'37"058	Christopher Hill
1'41"078	James Merrett
1'43"253	Paul Griffiths
1'50"205	Sam Trent

BURNOUT

How fast can you go when there's traffic all around you? Only the fastest drivers can make it to the top of this leaderboard, so rev that engine and get going!

USA MARATHON EX

5'37"456	Paul Griffiths
5'45"129	James Merrett
6'07"552	David James
6'09"004	Sam Trent
6'19"275	Phillip Richards

USA MARATHON

5'52"250	Paul Griffiths
5'59"222	James Merrett
6'15"009	David James
6'19"108	Sam Trent
6'31"010	Phillip Richards

COUNTRY CHAOS

1'38"059	Jonathan Kay
1'41"820	Christopher Hill
1'42"728	Paul Griffiths
1'45"652	James Merrett
1'47"687	David James

NIGHT SHIFT

1'25"418	Christopher Hill
1'25"599	Jonathan Kay
1'26"398	Paul Griffiths
1'29"964	James Merrett
1'36"277	David James

GRIDLOCK USA

1'24"259	Jonathan Kay
1'30"558	James Merrett
1'31"000	Paul Griffiths
1'35"378	Christopher Hill
1'37"289	David James

CLIFF HANGER

1'34"638	Christopher Hill
1'42"239	Jonathan Kay
1'45"219	Paul Griffiths
1'46"009	James Merrett
1'54"065	David James

RUSH HOUR

2'04"888	Christopher Hill
2'10"559	Jonathan Kay
2'12"550	James Merrett
2'15"043	Paul Griffiths
2'24"558	David James

INTERSTATE

2'19"239	Jonathan Kay
2'19"240	Paul Griffiths
2'23"226	James Merrett
2'30"000	Sam Trent
2'32"258	Christopher Hill

EURO MARATHON EX

3'42"674	James Merrett
3'48"994	Paul Griffiths
3'56"406	David James
3'58"005	Sam Trent
4'04"220	Phillip Richards

EURO MARATHON

3'47"100	James Merrett
3'56"228	Paul Griffiths
3'59"402	David James
4'03"222	Sam Trent
4'09"408	Phillip Richards

SUNSET RIVER

1'40"360	Jonathan Kay
1'43"227	James Merrett
1'49"005	Paul Griffiths
1'49"420	Christopher Hill
1'55"885	Sam Trent

TWILIGHT HARBOUR

2'07"579	Jonathan Kay
2'08"445	Paul Griffiths
2'08"818	Christopher Hill
2'12"338	James Merrett
2'18"224	Sam Trent

HARBOUR TOWN

2'02"226	James Merrett
2'09"380	Jonathan Kay
2'10"225	Paul Griffiths
2'12"558	Sam Trent
2'12"720	Christopher Hill

VIRTUA FIGHTER 4

First we'll see what your win rate is, then the person with the most wins will head the list for that rate. And tell us who your character is!

KUMITE MODE

Win Rate	Wins	Ranking	Character	
100%	1257	High King	?	David Peacock
98%	1137	xxx	Vanessa	Dean Cash
98%	1056	xxx	Shun	Johnny Martin
97%	1122	xxx	Kage	Gareth Young
92%	978	xxx	Lion	Sam Vincent

DEAD OR ALIVE 2

How many wins can you manage in Survival mode? And how quickly can you win in Time Attack mode? Come on, fight!

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
47 Wins	Stephen Rutter
43 Wins	James Cosgrove
31 Wins	David Johnson

TIME ATTACK MODE

1'12"84	Bryan Henriquez
1'14"72	Jan M de Vlas
1'17"27	David R Holt
1'21"25	Alan Connell
1'24"42	Miles O'Owyers

TONY HAWK'S PRO SKATER 3

OK, a bit of rule-clarification, here. You can use any character with full stats – but no using the perfect balance, super stats or moon gravity cheats. That's no test of skill!

FOUNDRY

10,406,700	Mathew Bevan
9,826,055	Simon Brett
7,392,910	Steve Moran
5,514,274	Stuart Hurst
5,452,876	Per Andersson

CANADA

11,314,005	Mathew Bevan
8,283,247	Simon Brett
7,787,342	Steve Moran
7,526,639	Andrew Sandilands
6,532,688	Mathew Lewis

RIO

16,057,684	Mathew Bevan
11,007,304	Per Andersson
9,615,004	Simon Brett
7,549,207	Gordon McTurk
7,392,041	Kris McMurchie

SUBURBIA

9,465,538	Mathew Bevan
9,287,799	Simon Brett
8,104,749	Andrew Sandilands
6,374,004	Steve Moran
5,514,232	Matt Massara

AIRPORT

20,157,210	Mathew Bevan
18,828,702	David Reynolds
16,469,419	Thomas Brasher
15,282,580	Matt Massara
14,200,000	Mark Bass

TOKYO

8,191,865	Simon Brett
7,814,291	Alex Farrell
6,927,903	Mathew Bevan
6,603,609	Steve Moran
5,920,524	Gordon McTurk

L.A.

11,999,702	Mathew Bevan
10,296,359	Alex Farrell
9,016,509	Per Andersson
8,335,844	Simon Brett
8,273,009	Steve Moran

CRUISE SHIP

11,399,029	Mathew Bevan
10,359,032	Simon Brett
9,176,116	Alex Farrell
7,257,070	Mathew Lewis
7,255,330	Per Andersson

SKATER ISLAND

11,272,776	Mathew Bevan
10,029,387	Andrew Sandilands
9,190,528	Simon Brett
7,876,982	Steve Moran
6,269,681	Matt Massara

PRO-DOJO

"PSM2 READERS ARE BETTER AT GAMES THAN ANYONE"

IN THE DOJO

>PLACES FOR FACES

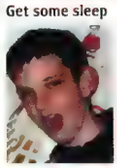
MATHEW BEVAN

PRO skater!

We were astonished by the gap Mathew put between the previous *THPS3* best scores and his new ones. Mathew, we bow before you. All other ninjas – learn.

DANIEL BOWLES

Get some sleep



Clearly all the time he's spent foiling gangs of terrorists has taken its toll on Daniel. Can you beat him? Will he beat his own scores? Only time will tell...

KIM SAARINEN

Get ahead – get a Finn

Yet another speedy Scandinavian does well at *GT3*, beating the likes of regulars like Hill and Gott on some courses. Watch out, Kim – it's a competitive table...

JONATHAN KAY

Back in black. And red.

Agent Kay is another nippy mover, but he's chosen *Burnout* as his means of making a mark. A 'skid'mark, perhaps? Do you see what we did there? DO YOU SEE?

SHAUN MANNION

Snake in the grass

Shaun is the Dojo's top *MGS2* player this issue – he's set some scores the sensei wants to see everyone aiming to beat. A worthy opponent indeed...

The senders of the five most significant scores each month – *as long as they actually bother to reveal themselves* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

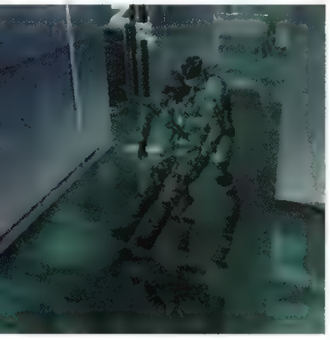
METAL GEAR SOLID 2: SONS OF LIBERTY

No, you don't need to record ten hours of fighting – just send us your best times on the boss battles.

BOSS BATTLE TIME ATTACK

OLGA

00'17"92	Shaun Mannion
00'18"78	Steven Powell
00'19"88	Matthew Harrison
00'19"90	Paul Stuckley
00'24"04	Robert Lawton



FATMAN

00'25"30	Shaun Mannion
00'26"16	Christopher Hill
00'32"32	Daniel Bowles
00'41"94	Adrian Jenkins
00'42"68	Daniel Miller

HARRIER

00'58"46	Shaun Mannion
00'59"66	Christopher Hill
01'12"40	Darren Griffiths
01'18"25	Steven Powell
01'18"40	Daniel Miller

VAMP

00'03"54	Daniel Miller
00'04"10	Paul Stuckley
00'04"34	Matt East
00'04"50	Mike Wallace
00'05"02	Adrian Jenkins

METAL GEAR RAY

00'08"92	Christopher Hill
00'09"88	Shaun Mannion
00'33"00	Steven Goddard
00'44"16	Daniel Bowles
00'59"45	Andrew Tweedale

SOLIDUS

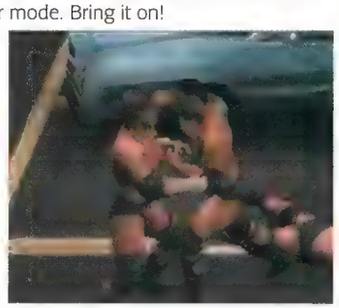
00'38"16	Shaun Mannion
00'40"46	Christopher Hill
00'40"00	Steven Goddard
00'59"16	Daniel Bowles
01'27"58	Andrew Tweedale

OVERALL TIME

3'17"32	Christopher Hill
4'01"32	Shaun Mannion
5'56"78	Theo Litston
6'01"06	Daniel Bowles
6'23"34	David Petrie

WWF SMACKDOWN! JUST BRING IT

We're looking for the fastest win and the most wins in slobberknocker mode. Bring it on!



SLOBBERKNOCKER

99 Wins	Adam D'Arcy
72 Wins	Kevin Nunes
71 Wins	Steven Barton
67 Wins	Gordon McTurk
65 Wins	Lee Todd
60 Wins	Osman Bolukbasi
59 Wins	Michael Mould

FASTEST WIN

0'02"	Darryn Donnelly
0'02"	Antony Longmore
0'03"	Patrick Fay
0'03"	Steven Barton
0'05"	Kieron O'Connor
0'05"	Shane Cullen
0'06"	Marcel Falzon

SSX CHAMPIONS LEAGUE

You're not showing any sign of being 'board' of this one yet. How could you be – keep those top scores coming in!

	TOP SCORES		TOP TIMES	
Snowdream	487,750	Mathew Bevan	1'48"15	Daniel Hurtley
	429,190	D Mackay	1'52"22	David Mulholland
	400,170	Paul Woodall	1'53"80	B. Henriquez
	364,000	Daniel Hurtley	1'53"72	Lu-Hai Liang
	352,360	Marc McKeown	1'53"83	Marius Cheek
Elysium Alps	833,240	Sam Payne	3'49"77	Jonathan Kay
	704,950	Richard Dixon	3'49"95	Paul Redman
	682,950	Mathew Bevan	3'49"99	David Mulholland
	656,805	Paul Woodall	3'52"72	Lu-Hai Liang
	608,200	Gavin Haywood	3'55"14	Iain Jackson
Merqury City	568,845	Paul Woodall	2'31"66	Marius Cheek
	515,500	Mathew Bevan	2'40"62	David Mulholland
	486,975	Gavin Haywood	2'43"20	Lu-Hai Liang
	446,040	Marc McKeown	2'45"09	Paul Fletcher
	439,240	Ryan Smith	2'55"30	David Barnard
Mesablanca	506,870	Mathew Bevan	2'16"09	David Mulholland
	380,081	M Dodsworth	2'16"21	Daniel Hurtley
	368,530	Marc McKeown	2'22"82	Jack Pope
	357,100	Paul Woodall	2'23"01	Amanda Offord
	328,225	Ryan Smith	2'24"12	David Mulholland
Tokyo Megaplex	500,600	Sam Payne	2'44"90	David Mulholland
	467,715	Paul Woodall	2'46"14	David Hipperson
	464,690	Mathew Bevan	3'07"11	Marius Cheek
	449,245	Gavin Haywood	3'09"53	Daniel Hurtley
	384,495	Paul Woodall	3'14"00	Thomas Pooley
Pipedream	700,670	Mathew Bevan	Aloha Ice Jam	1'33"29 Mike Williams
	676,360	Paul Woodall		1'38"70 David Mulholland
	665,720	Mathew Bevan		1'41"22 Marius Cheek
	661,420	Paul Fletcher		1'41"47 Jonathan Kay
	637,531	Gavin Haywood		1'44"60 Paul Redman
				1'44"77 Lu-Hai Liang

MOTO GP

Dojo Tip: Set up the DualShock 2 so that you've got accelerate and brake on the right analogue. It feels weird to start with, but it's the only way to crack the really top times.

FRENCH GP – PAUL RICARD

1'15"936	Jon Dudley
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

BRITISH GP – DONINGTON

1'27"372	Jon Dudley
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

JAPANESE GP – SUZUKA

2'02"900	John Hamilton
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

SPANISH GP – PEREZ

1'40"140	Jon Dudley
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

PACIFIC GP – MOTEGI

1'46"992	Jon Dudley
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

GRAND THEFT AUTO 3

Since it's possible to cheat on *GTA3*, we've created our own challenges.

THE CROSS TOWN TRAFFIC CHALLENGE

To test your driving skills. The challenge is simply this – get from the Shoreside Vale safe house to the the arch under Portland Island's lighthouse – in the shortest time possible. Anything goes, except for using the Dodo.

FASTEST TIME

1'22"58	Desmond Foley
1'34	Ben Tavakoli
1'59"47	Theo Litston

THE YOU'LL NEVER TAKE ME ALIVE! CHALLENGE

Enter the full health cheat (R2x2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑). Enter the full weaponry cheat (R2x2, L1, R2, ←, ↓, →, ↑, ←, ↓, →). Fire a rocket-launcher into Shoreside Vale cop station, and see how long you last. You can run, you can hide – but you *can't* enter any more cheats, pick up bribes or get a spray job.

LONGEST TIME

8'11"68	Theo Litston
0'02"	Antony Longmore
0'03"	Patrick Fay

THE FLYING WITHOUT WINGS CHALLENGE

For how long can you fly the Dodo? How far can you make it off the unique jumps? We've managed some truly Evel Knievel-rivalling tricks via the physics of firing the Rhino's guns backwards and caning it off a hill.

LONGEST TIME

6581 secs	John Scott
6419 secs	Desmond Foley
6243 secs	Luke C Hinson

TEKKEN TAG TOURNAMENT

When you send in your score for this one, don't forget to tell us who was in your team!

SURVIVAL MODE

430 Wins	Jin and Heihachi	Liam Raymond
400 Wins	Paul and Jack-2	Sung Jun Han
370 Wins	Law and Paul	Dion Verhoef
126 Wins	Ganryu and Jack-2	Hayden Joyce
109 Wins	Lee and True Ogre	Jamie Cory

TEKKEN BOWL

300 Points	Ganryu and Jack-2	Hayden Joyce
300 Points	Jin and Gun Jack	Amir Chaumoo
300 Points	Brian and Julia	Amanda Offord
300 Points	Bryan and Yoshi	Aaron Conway
300 Points	Law and Paul	Sung Jun Han

TIME ATTACK MODE

1'52"70	Not stated	Bryan Henriquez
1'53"00	Jin and Paul	Stuart Morrison
2'00"00	Jin and Paul	Liam Raymond
2'09"26	Jin and Paul	Allain Baillie
2'41"80	Jin and Julia	Dan Atherton

CRAZY TAXI

Who'd have thought driving a cab could pay so well?

ARCADE MODE

$65,000.00	Stuart Morrison	$49,445.00	Paul Fletcher
$61,563.30	John Keighley	$41,595.48	Ben Raffles
		$31,138.66	Sigbjorn Henning

TIMESPLITTERS

Do you feel lucky? Well, do you, punk? Send us your fastest times for each level in this lightgun shooter, then.

STORY MODE (NORMAL)

Level	Top Times	
Tomb	1'18"1	John Norman
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	1'23"5	John Norman
	1'55"7	Peter Nickson
	2'02"2	David Peacock
Cyberden	1'07"1	John Norman
	1'09"5	David Evans
	1'12"7	Michael Mitchell
Village	0'29"9	David Peacock
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	0'24"2	John Norman
	0'28"7	David Evans
	0'31"6	Daniel McCabe
Planet-X	1'09"8	John Norman
	1'13"0	Peter Nickson
	1'13"9	David Evans
Mansion	0'58"4	John Norman
	1'27"1	Michael Mitchell
	1'29"0	Daniel McCabe
Docks	1'13"5	Peter Nickson
	1'28"2	Daniel McCabe
	1'22"1	Steven Drew
Spaceways	0'58"7	John Norman
	1'00"7	David Evans
	1'01"0	Tim Preston

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to prove it, be sure to tell us who you are, and make sure it's as good as you think you are.

STATE OF EMERGENCY

Three minutes to overthrow a corrupt corporation? We've done worse. Top scores from 3-Minute Kaos and Last Man Standing, if you don't mind.

THE CAPITOL CITY MALL

3-Minute Kaos

561,800	Theo Litston
281,700	Sean Bedford
134,400	Gareth Young

Last Man Standing

3.09	Sean Bedford
6.08	Andy Minkley
6.13	Johnny Martin

CHINATOWN

3-Minute Kaos

357,600	Sean Bedford
237,400	Gareth Young
228,500	Johnny Martin

Last Man Standing

5.07	Dean Cash
5.24	Andy Minkley
5.31	Johnny Martin

EAST SIDE

3-Minute Kaos

254,500	Sean Bedford
223,800	Gareth Young
214,600	Dean Cash

Last Man Standing

3.21	Andrew Cooper
4.10	Gareth Young
4.24	Johnny Martin

CORPORATION CENTRAL

3-Minute Kaos

515,700	Sean Bedford
325,400	Andy Minkley
321,300	Johnny Martin

Last Man Standing

10.33	Sean Bedford
12.20	Dean Cash
12.23	Johnny Martin

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

PRO DOJO ENTRY FORM

PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ A VIDEO OF MY ACHIEVEMENT ❑
(Now put me on your DVD!)

I've got the following scores...

Game	Score

Name
Age
Address

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

STUNTMAN

PART 1 LEAVE IT TO SEAVERS

We'd like to say we've taught ladies plenty, but they didn't go for our bloodshot eyes and stress-ravaged cuticles. The things we do for you, eh?

STUNTMAN

AIM OF THE GAME

Stuntman's frustrating. *Really* frustrating. Imagine, say, desperately needing to catch a train – perhaps for a job interview or date – and getting to the station in plenty of time, except that there's a crowd of guffawing posh kids in polo tops arguing about the best route to Loughborough in front of you. No, more annoying than that. Maybe they're talking about a film that you quite fancied seeing and then they give away the twist at the end as well. Yes, that's it

GRAND FINALE

Anyway, short of holding your hand, giving you a relaxing shoulder massage, and murmuring advice into your lovely ears, there's very little genuine help anyone can give you with *Stuntman*. So go on then – give us your hand and let us whisper each tweak of the wheel, each course-diverting bin and car-destroying scenic foible into your shell-like, in an effort to minimise the tears. Hey, it's the least we can do...

WHAT WE SAID...

PSM2 ISSUE #26 Sept 2002

"It's a sporadically thrilling series of precision tasks that often feel too much like hard work to be superior fun."

WHAT WE SAY NOW

Although we didnt feel entirely right about reviewing the game without doing every stunt, that last one eluded us. Now we've done it, we never want to see *Stuntman* again.

74

DARE DEVIL STUNT SHOWS

CANNON JUMP:

This is easy – you simply ride up through the fire rings cannon and knock over a large pile of cars. Switch to the in-car view and accelerate hard up the ramp, and that should enable you to clear the rings. Take your finger off the accelerator as you land and re-apply afterwards – this reduces the chances of spinning out when you hit ground. Then get yourself through the burning fences and into the cannon – the trick here is to take your finger off the accelerator just as you reach the lip. If you're too fast you'll overshoot, too slow and you'll barrel into the cars.

CANNON 'N' FALL: As everywhere, the line-up's the most important bit.

CAR DOMINOES:

Another dead level, which is best attempted in third-person. Accelerate into the first car, and hit it with the right side of your car.

Take your finger off the accelerator when you connect or you'll spin-out. Do the same for all the targets and you'll easily make the final jump. Hit L1 as you leave the ramp to complete the level.

DOMINO ALLEY: Don't steer as you hit 'em, or you'll spin out all over the flippin' shop.

HELL CARS:

A wee bit more difficult, this one. Move to the in-car/on the bonnet view to get a clear look at the front of the box you have to stay in, and it'll be easier to stay where you should be. There's very little action in this level, but the main problem is keeping your speed constant so you don't drift from the box. Accelerate till you're almost touching the front car, then remove the pressure on the button. Pump the button to keep your speed constant, and the equilibrium will keep you steady. For the stunts, the jump and formation movements are pretty straightforward, but swerving through the cones can be a bit nasty. However, if you switch to the third-person view and keep pumping the accelerator it should be workable.

TRUCKER'S LUCK: Frankly, we've seen Tonka toys more stable than this.

MONSTER TRUNK:

Another surprisingly hard level, this one. The trucks are extremely unstable, so you're constantly at risk of turning over. Take the first set of cars as fast as possible – you'll be very unstable, but you should make it. The trick here is to try riding along the right-hand side and pushing left after you come off. The next set of cars are easier – just floor it and you'll clear them. After the u-turn and the easy jump, hit the next line of cars as far right as you can go, while still clipping the checkpoint. Repeat this with the next line of cars and you'll start the course again. Repeat.

WORLD RECORD ATTEMPT:

This is really quite easy after the fiddly driving of the previous level. In first-person mode, accelerate as fast as you possibly can into the loop and make sure you stick to the right hand side of the loop. Keep the speed up and hit ◎ to nitro your way over the cars. Just before you land, let go of the accelerator and hit ◎ to slow down and regain control. Sorted.

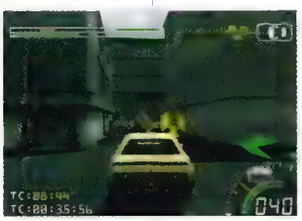
SMASH CONVERTER: One of the few challenges where a wreck's desirable. Enjoy it.

LOOP SKY WALKER: Typical. You wait half an hour to jump over a bus, then you crash.

TOOTHLESS IN WAPPING

SCENE 1: HICCUP WITH THE PICKUP

The first bit is easy: start turning right as soon as you hit the box and press ⓐ to complete the handbrake turn. Take the next right, and turn wide to avoid the car near the alley. Once you've passed it, go straight on making sure you hit all the boxes, and take the next right as tight as you can, then take a tight left into the tunnel to avoid the truck. Overtaking is easy if you're quick, but look out for oncoming vehicles. After taking a wide left out of the tunnel, aim for the tyres on the left side of the next hole so you avoid the truck. After that, all you need to do is follow the arrows, hit the boxes and park in the designated zone.

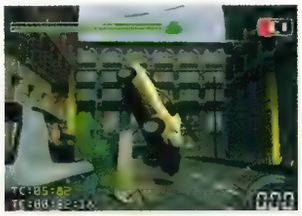


GAP OF THE GODS: Yes, it's another of those don't-touch-the-sides bits.

SCENE 2: SAFE STEALIN'

Crash into the pile of boxes and head as wide as possible, so you can have a tight turn into the alley, through the checkpoint and the boxes. Jam on the handbrake on the right, and follow that with a gentle left, so that you can easily line up with the van door. After you've ripped it off, take a tight left to the u-turn checkpoint. Try and swing around so the back of the car takes out the boxes, and accelerate into a handbrake left, immediately followed by another.

Brake and reverse, switching to the reverse view with R2 and L2 held, to let you see where to stop. From there, accelerate ahead through the fence, brake in mid-air and gently roll the car to a stop in the designated zone.



SKIP OF FOOLS: That turquoise car's a bastard. An absolute bastard. Watch it.

SCENE 3: ROZZER BOVVER

Accelerate, hitting the life ring on the left, then take a gentle left through the boxes and then a hard right into the warehouse.

The warehouse is so vast that you needn't brake in here, just decelerate a little, and weave through it to the exit. Dodge the forklift and hug the left wall so you're set up to jump. The next u-turn shouldn't be a full one, so u-turn left and hit right just before you complete it. Follow the arrows

PURSUITS YOU, SIR: Don't hit the lead car, otherwise you'll fail. *Fail.* Happy?

wide right, through the roadworks and dodge the car by staying out left. Overtake on the right twice and, when you leave the tunnel, stay slightly to the left to avoid the car in front of the dumpster. Hit the half jump to end the level.

SCENE 4: FINK IN THE DRINK

Drive between the two cars and follow the lead one which takes a right, taking the corner wide. Then there's another tight corner – try and follow exactly where the lead car is heading here and you should make it without hitting the crane. Keep close and you'll reach the warehouse area. Dodge the forklift on the left, hit the pile of boxes and take a tight left, pass the container on the left-hand side, swerve right and dodge the truck by swerving left again.

After passing under the second crane, knock the lead car into the water, but hit the brakes as you do, and turn hard right to get yourself out of trouble.

SCENE 5: FILLED IN

Make sure you're as close as you can to the lead truck, avoid the oncoming truck on the left, and take the next few corners tightly with the handbrake. If you lose sight, check the skidmarks to follow in the correct direction.

U-turn into the warehouse and jump through the gap in the boxes over the moving truck. Let go of the accelerator to get a better landing, and take the left out of the warehouse wide, so you can weave through the trucks. Take the next turns as sharply as possible so you're up against the wall and go up the slope. Slow down and dodge the forklift on the left before coming off and taking a wide right into the warehouse. The forklifts are easy to dodge, but even so take a shallow left out of the warehouse.

Scrape along the wall under the ladder and take a sharp right. When you hit the boxed area, press L1 to finish.

DOCK 'N' ROLL: Oh, you'll want to be careful here. For the next two hours.

A WHOOPIN' AND A HOLLERIN'

SCENE 1: OUTTA TOWN NITRO

There's a long road to accelerate round before a sharp right through the fence. Head on up the jump and aim for the smoke to get a good line on the chimney. Once in the air, hit the brakes to get a good landing.

Take a hard right and accelerate to the train jump. When you land, decelerate into a hard right through the burning shed and another right turn. The jump through the train is hard, so instead you can jump just behind it and brake in mid-air so that you can hit a tight right turn when you

HILL TO PAY: Careful when you line up on the chimney, or you might 'stack' it. Hoo!

land. Head for the check point and do a handbrake turn at about 260°. Drive near to the car up ahead to feel the explosion and swerve to the left so you can take a hard left through the traffic. Take a right through the fence and a gentle jump over the pool. Angle yourself so you land slightly to the left so you don't need to adjust to dodge the second pool.

Back out through another fence and a go hard left so you're aimed at the hole in the cars. Do a u-turn after and keep left through the explosion and the gap. Follow the road to the collapsing chimneys. Accelerate fully, keeping over the line and under the chimneys. When you clear, take a left, then a gentle right to a jump through a billboard.

The nitro is easy as long as you're driving straight. When you land, brake to stop overshooting.

SCENE 2: THE CORKSCREW

Follow the lead car to the jump, and brake before you land to protect yourself from spinouts. Keep up, weaving through the

BRIDGE URE: Don't get complacent on the jump, or you'll ruin every other flawless leap.

traffic before taking a sharp right through the fence and overtaking where indicated. Follow to where you break through another fence and aim yourself for the two trees near the far fence so that you will pass through them.

Carry on, overtaking again and passing the pickups, then take a left over the bridge. You have to pass through the barn and carry on through the next fence. Take the next jump tightly so the rear of your car clears it and carry on to the u-turn. From the u-turn, aim towards the corkscrew jump. Hit it in the centre and the car will slip through the air. Drive on to the checkpoint to finish.

SCENE 3: TAME THE TRAIN

Drive fast up the slope, briefly take your finger off accelerate to turn tightly and land on the train, then accelerate off to the front part of the train. Drive off the right of the train and through the checkpoint and on through the small gap between the cars. Keep on driving through the carwash and then accelerate right through the trains onto the u-turn.

This bit is quite tricky. Drive as quickly as you can to the railway tracks and get between the trains. Keep yourself perfectly straight as you drive along or you risk ruining the car. Keep to the tracks and swerve left between the train and the tracks right at the end.

LOVE AND CARRIAGE: You can afford to scrape the train a bit to get in line.

FULL SERVICE

Having trouble keeping on track? *Stuntman*'s challenges can be unforgiving. We're here to right the wrongs, and your car as well.

TURNING: it can be a tricky business slipping round the corners in *Stuntman*. Most are at right-angles to your car, and with quite a few of them you have to u-turn your motor as sharp as a needle – here's how to cope with the worst offenders.

Hard turns are easier if you know they're coming, and you decelerate into them, while using ⓐ to swing the back of the car out. Usually you'll go too far, so accelerating at that point will help push you around the corner. Turning hard on any non-tarmac surface is a little trickier and you have work hard to keep your momentum. The best way to do it is to oversteer to begin with and then decelerate – then you should accelerate hard into the turn. Don't press the brake or you'll spin out.

Remember, a u-turn on tarmac is more easily accomplished with the ⓐ button to get a handbrake grip. You'll get a tighter turning circle on it as well, so you can keep close to any target. On grass, sand, ice or gravel, you'll have less of a grip, obviously, so decelerate to turn and push ⓐ right at the end to gain purchase. Accelerate out of it to keep momentum.

JUMPING: You'll spend a lot of time in the air, and even the smallest jumps can cause you no end of trouble. Never hit a jump at full speed – it'll only serve to destabilise your car. Instead, accelerate hard up to the ramp and, depending on the size of gap you have to clear, let go of the accelerator on the ramp. The further the jump, the higher up you have to let go. While you're in the air, you have to prepare for landing. Never land with the accelerator pressed: if you land one wheel before the other, you'll spin off in odd directions. Instead, accelerate in the air and let go just before you land. If you have to stop, press the ⓑ button to brake in time. You can usually stop quite easily.

SPIN-OUTS: Collisions in this game usually mean a trip to the restart screen, but if you're prepared, there's a chance you can right yourself and carry on. Make sure that you turn into the spin, accelerating hard. If you can still point the car, aim for a flat surface to stop on to minimise the impact.

ACCELERATION: Need an extra burst of speed? Most people will drive the game contentedly enough using ⊗ as the accelerator, but the right analogue stick also works the speed. Pressing ⊗ gives you a gradual acceleration, as if you're going up through the gears, but pushing the right stick as far forward as it will allow will give you an extra push in the acceleration. It's just like flooring the pedal, really.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

WOOLLY JUMPER

The game is littered with huge, off-putting jumps. We give you a few specific tips to make you as comfortable as Evel Knevil.

THE CANNON JUMP: This can be a tricky one to start off with. Your main problem will be overshooting. There's nothing so frustrating as sailing just inches over the pile of cars. From the bottom of the cannon, enter first-person view mode with R3 and aim slightly left. Accelerate all the way to the lip, but slow down just as you jump.

WORLD RECORD ATTEMPT: This is surprisingly easy. The main trouble will be drifting off and the landing. Make sure you're lined up perfectly before you press the nitro. The jump isn't too hard, but if you drift off too far to the side you'll fail. When you land, either take your finger off the accelerator or fully brake to get under control quickly, as you can still fly off too far to get to the checkpoint.

THE CORKSCREW: One of the harder jumps to land. Make sure you hit the bridge straight on, or the corkscrew turn will send you out farther than you can recover from. If you manage to hit the ramp at a good speed, you should have no problems taking off, but to land correctly decelerate and get ready to adjust your angle quickly.

TAME THE TRAIN: The hardest jump is the one through the open train carriage. From the moment you land after the previous jump don't slow down or you'll run out of time. Keep the speed high and aim to the right when you jump to counteract the ramp's shallow angle. To land, hit the brakes in the air and tightly turn right to keep your momentum going.

DOWNTOWN DASH: The flatbed jump is quite a difficult one. You have to line up against the ramp that's at an angle, and land perfectly. Hit the ramp at full speed and let off the accelerator for the brake. If you land on either side, you might be able to turn enough and accelerate in order to keep yourself on the truck.

SINK THE U-BOAT. This is one of our favourite jumps. The best way to aim is to hit the middle of the jump target and accelerate as quickly as you can. If you're aiming a little to the left or right, the movement of the boat will take it away from you so you have to be ultra accurate with this one.

BLOOD OATH

LANE 'N' SUFFERING: Oddly, you can only break the barrier where the game tells you.

PED DEAD REVOLVE 'ER: Don't worry about her - she'll jump out of the way.

SCENE 1: OFFICE OBLITERATION

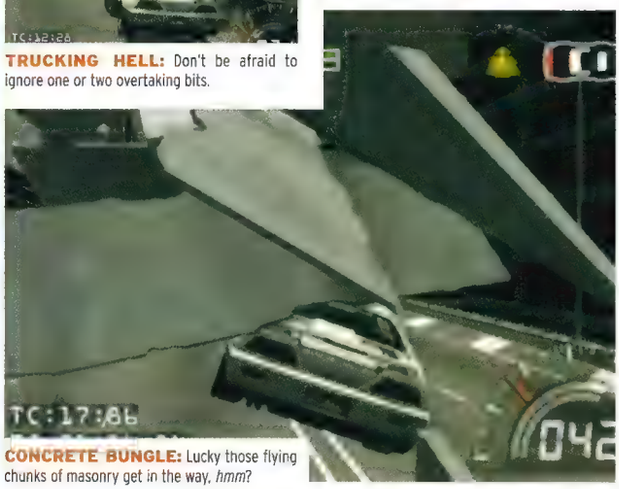
Start by overtaking the car that's on the right-hand side. When you overtake the car on the left, take your finger off the accelerator and break through the barrier. Weave through the traffic. Start out on the left, but drift to the right so you can take the next barrier – smash into it at a large angle.

Overtake the car in front and hit a sharp left turn into the incline. You only need to tap the bus to get the points, and weaving through the trucks up ahead is easy if your speed's high and constant.

Next, overtake the car ahead, go through the barrier and quickly swerve back through it. Squeeze past the truck on the left and head to the right through the barrier. Slow your speed slightly to weave through the oncoming traffic and head left, back through the barrier.

Overtake the car and get through the checkpoint. Line yourself up with the truck ahead, and let some speed off before you go through. Dodge the oncoming traffic and drive at full speed through the barrier and into the office – make sure you hit the point area dead straight for a perfect landing. Land on the trailer to clear the level.

TRUCKING HELL: Don't be afraid to ignore one or two overtaking bits.



CONCRETE BUNGLE: Lucky those flying chunks of masonry get in the way, *hmm*?

SCENE 2: DOWNTOWN DASH

Speed left into the alleyway and brake in the box. Keep it held down so you can back out of the alleyway. View back with R2 and L1 and press → at the last minute, so you turn and hit the car reversing out.

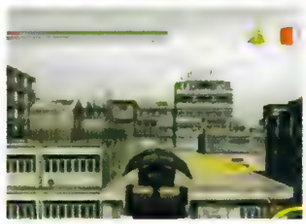
Follow the arrows right and dodge the truck on the left, then swerve past the other one on the right. Then there's another left dodge before a sharp left turn into the alley, through the boxes. Hug the right wall to pass the car and then take a sharp left to angle yourself onto the trailer. Let go of the accelerator so when you land (on a truck) you'll be straight.

Jump off the trailer and take a sharp left, a right, and then a sharp left in-between the trucks and onto the pavement. Smash through the tables then take a wide left, another, and a sharp left into the alleyway. Go through the alley, take a sharp left, avoiding the stairs, and a wide right to line yourself up with the ramp. Go over the river and land on the trailer, braking as you land.

SKID VICIOUS: Watch out for the kerbs when you're turning, or it's game over. Again.

TOO DRUNK TUK-TUK: Making precision turns in a three-wheeled cart? Lovely.

TUK OF THE TOWN: And, ooh, this bit. More fun than being hit in the face? Barely.



TUK BE A LADY: If you're going to miss the yellow area, then restart. Restart, or you'll *fail*.

SCENE 3: TUK TUK CHASE

Don't brake when cornering with the Tuk Tuk – it's unstable as hell. Follow the one ahead, taking a left then a right, and then a left, decelerating as you corner. Dodge the oncoming traffic and follow it left, and left again.

Drive into the boxes on the left side. Follow the lead right and through the boxes and right again. Get between the lampost and the building and follow the lead on a wide left turn so you're inline with the small jump and carry on left through the sharp turn. Go through the alleyway and out into the busy road.

Dodge the incoming traffic, so you're taking the left turn wide to line-up with the corridor. Get out into the road and swerve the traffic again. Take the next wide left slowly, so you can squeeze the car past the lamppost and left to the brake area.

TUK-BILLED PLATYPUS: Oh, for Christ's sake. Go fast, and turn the corner.

SCENE 4: ROOFTOP RUMBLE

Again, don't brake in the Tuk Tuk. Turn right onto the bridge and get yourself through the gap in the traffic. Head on left through the explosion marker. Take a sharp right, and then a then left up onto the stairs and into the building.

Do a u-turn and out to the right onto the rooftop. Take a left, then another left over the bridge and a hard right to avoid going over the side. Catch the explosion and take the wide right then left over the bridge. Again, go through the explosion and carry on over the jump, making sure you take your thumb off the accelerator.

Accelerate through the next two turns and over the jump again into the explosion. Take a hard right over the bridge and speed up to make the jump over the chopper. Then a left and right turn. Make it over the bridge before the timer or you won't be able to pass. There are two more hard lefts and then you're on to the canopy, hugging the left wall.

Carry on through the cars and aim yourself straight for the jump so that you make it through the breakable part of the trailer.

Just graze the bomb circle so you're not thrown into the air before the final jump to the barge.

CONSPIRACY

THAT'LL SKIDOO: The most enjoyable bit of any level - before you start crashing.

HANDLEBAR MUST CRASH: The first-person's handy for *some* stunts.

ESTATE OF EMERGENCY: Clip the family saloon, and that's a restart. Enjoyable...

SCENE 1: SUSPECTS ON SNOWMOBILES

Head down past the chalets and left through the skis. Jump the gap, decelerating if you hit it at top speed and drift left to follow the skidoo in front. There are two hard lefts, then a right and another right onto the stairs.

U-turn at the top to smash through the people and jump through the gap in the terrace through the ski-lodge. Accelerate hard up the snowdrift over the roof. Keep dead straight as the target is a small window.

Carry on out the other side and take a big left to follow the lead vehicle again. Follow him through two sharp lefts and a right. Follow on past the chalet and into the tight alley with a big left turn out. There's another chalet jump to be made, turn right just before you land and carry on to the jump off the point. Hit L1 to complete the level.

SKIDDLER ON THE ROOF: Through the window - see it? Oh, you will...

SCENE 2: HUNTED BY MICROLITES

Take a hard left straight away to keep from tipping the bike over. Follow the lead bike left and through the explosion. A slight left turn will see you lined up for a second explosion and you'll be able to get through the tree gap.

Carry on through another explosion and over the ravine jump. Keep heading downslope and through the explosion. Switch to first person view and straight down the hill past another explosion, following the microlite.

Go over the jump and over the tree with the explosion pushing you over. Go back into third-person mode to drive past another explosion and over into the snowman. Take your finger off the acceleration a fraction before you leave the jump and you should clip the microlite. Carry on through the next explosion and checkpoint. Head through the shed, but brake the instant you pass through and take a hard right. Keep pushing up and right and accelerate over the steep ledge you're crossing. Full acceleration is needed to jump under by the tree. Keep heading on, fully accelerating under the other tree and onto the explosion marker. Make sure you pass by it on the left side or you'll collide with the snowmobile.

From there, dodge under the next tree, go far left, and then drift towards the last bomb marker. Once you pass it, straighten up for the barn jump.

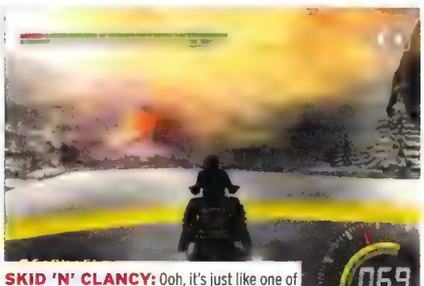
SCENE 3: RIVER RACE

Try and keep your speed just under full tilt, or you'll lose control quite easily. Follow the car and drive right into the bridge supports. Drift left onto the embankment past the rocks and decelerate to turn right past the rocks on the other side. Back left past the explosion and onto the left embankment, and head right through the snowman. Keep on straight to sneak through the two cars and pass right through the logpile, back onto the frozen river. Decelerate onto the ice and speed through the rocks. Keep your speed high for lake jump. Turn left and follow the car into the boathouse and into the trees.

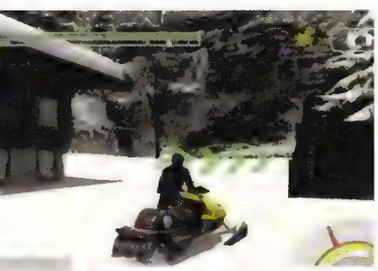
Slow your pace to weave in and out the trees and through the fence. Turn left into the path and carry on up the hill. Accelerate as much as you can so you can get the jump and complete the level.

BRAKE 'N' SKIDNEY: Nudge that brake, twirl that wheel, fall off, cry. Try again. Whack!

TREES A' RUSTLE: Well, they don't, obviously. Not until you hit them.



SKID 'N' CLANCY: Ooh, it's just like one of Tom's oh-so-clever thrillers. Sort of.



SKIDNEY POITIER: Remarkable snow physics - right down to how annoying they are.

BILLY THE SKID: Drive! Drive! Oh, hang on, you've missed that. That's a restart, then.

CARRED FOR LIFE: But ooh! Look at the car damage! And his little head! Top!

SCARAB OF LOST SOULS

SCARAB C NESBITT: You'll be seeing this a lot - rarely with the Continue on it.

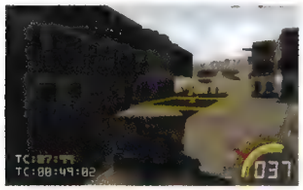
SCENE 1: WAKE THE GARRISON

Accelerate and dodge right to run through the stall, then swerve left to overtake the truck. There's a hard left ahead, but leave it late and hit the truck as you spin.

There's another hard left into the alley. Smash through the stalls and take a hard right into another set of stalls. After the next hard right, u-turn in the box and head straight on. Hit the explosion on the far left side so you don't bang into the steps behind. Carry on past the steps and do a tight u-turn to face the steps and ride over them, hitting ⊡ to set yourself up for the tight left right out the jump.

Carry on and do another tight u-turn to avoid the truck and head on to the sharp left through the alley and the stalls. Another left and prepare to dodge the explosion into the right turn.

Follow the arrows from there into the jump and hit → and △ as you land to keep up the speed, and follow the road. Keep tight up against the building so you can squeeze past the trucks and follow the arrows. When you hit the action box, press L1 at the last second to give a better chance of reaching the checkpoint.



SQUARES 'N' GRACES: Handbrake, and stuff. Yes, we hate being told what to do too...

SWERVES OF STEEL: Drive into the circle! Rrrrr! Oh, come on. Nice arrows.

JEEP 'N' CHEERFUL: You won't be doing this one on the first attempt. Watch that turn...

SCENE 2: PANZER ATTACK

Turn right straight away and follow the car, taking the corners wide. If you lose it at any point, look for the tracks in the sand.

Keep close and go through the gap between trucks. Deviate slightly from the truck's course to go right and head through the market. Make sure you decelerate when you're in the air or you'll spin out. Carry on and take the hill wide so you can easily bang the truck and go straight into the hut.

As soon as you pass through the hut, take a hard left and point up the hill. Your momentum will let you pass the truck at the bottom. Accelerate hard up the hill and let your power off just as you pass over the lip through the post, so you'll be able to control your car better when you land.

Carry on through the five explosions, taking the last two wide to line yourself up with the jump. Angle left in the air and accelerate towards the last hut to crash through it. Take a slow left turn and head through the explosion and fence. When you hit L1 in the action box, your character will leave the vehicle and the level is over.

DESERT ISLAND RISKS: Pleasingly, the truck's quite tricky to tip over.

VALLEY PARKING: Hey! You made it! Just another 12 segments, and you're home!

SCENE 3: TEMPLE TRAP

Overtake the truck on the left and through the arch into the pole. Immediately head left to get over the jump, and angle right off the jump so you can pass through the checkpoint.

Head to the back of the area and take a sharp left, following the arrows. Take another left turn towards the doorway and angle straight for it to get a good jump over the explosion. Go straight on past the explosion, and through the other. Make a u-turn as the tanks come towards you and head between the trucks.

Carry on angling left and swing right at the boxes. Follow the arrows along to the jump and over the wall. Carry on right through the barrels and swing left just as you do. Head through the checkpoint and the next two sets of fences, following the track on a wide left to give you plenty of run up to the next jump.

Take it wide on the right and brake hard so you keep heading to the right spur of the ruins, then hard left down the slope. Take a left at the bottom, through the crates and through the gap. Take a wide left all the way around and a hard right up the steps.

There are two hard rights, dodge the falling debris and a slight right over the jump.

MARKET FARCES: It's remarkably difficult to scuff up a table smash. But possible.

FLIP HOP HOORAY: Well, you've had it here. Get ready to see this a lot.

JEEP AS CHIPS: The jeep's actually quite good fun to break bits off. Don't get excited.

SCENE 4: SINK THE U-BOAT

There's a soft left straight away into the entrance and a hard right followed by a u-turn round the monument. Head straight, then hard left through the boxes. Another hard left and into the box. Aim your car and press L1 to fire. The collapsed pillar makes a ramp, so head through the narrow gap and up, over the pillar. Take a hard right off the jump, braking to help your landing. Go onwards through the checkpoint and straight on through the hut. Take a hard left after it and through the archway past the truck. Another hut is in the way, then a tight right through the trucks – if you keep up the speed, you'll make the jump. Barrel into the plane up ahead, taking the wing off. Hit right straight away to avoid the spinning wrecks and head towards the explosions.

Make for the breakable wall and straight on to the hard right turn into the stalls. Carry on to the next hard right, clipping the building. Take the next road wide on the right to avoid the traffic and smash left through the wall. From there, jump straight off the ramp and into the rigged sub

SAND AND DELIVER: If it all gets too much, just swerve into the film crew.

LIVE TWICE FOR TOMORROW

NIP 'N' TRUCK: Just swerve out here, but don't go too far over the line.

CRASH ON DELIVERY: What're these massive trucks doing, anyway? Eh?

BRIMFUL OF CRASHER: Look at those shadows! If only the director would shut the fu...

SCENE 1: MOUNTAIN CHASE

This is a fast car, so you'll spend a lot of time just keeping it in control. Swerve left past the first truck, taking it as tight as possible. Take the next car on the left as close as possible again, and follow the lead into the traffic. Keep to the right side of the road and overtake the car on the left. It's easier to lessen the accelerator on the road than hit the brakes.

After the turn, aim head on towards the truck and swerve it on the left, then return to the right. Do the same for the next truck and try and get on to the left side of the bridge to squeeze past the truck.

Set yourself up in the middle to go through the next tunnel and you won't have to do much swerving round the vehicles.

Go back over to the right to squeeze through the trucks, and keep to the middle to squeeze through the truck and the car. Take a wide turn round the corner and into the tunnel. Keep to the far left and overtake the car on the right with a big swerve, then do another swerve back left to overtake the second car. Outside the tunnel, swerve to overtake the car on the right and take a tight u-turn left. Keep tight on the lead car, but try not to bang into it when it slows. When it's time to jump, just go for it the landing – it doesn't matter where you end up.

SCENE 2: HEAD ON

Overtake the car on the right. As soon as you dodge the explosion further up, make the hard u-turn. The ground here doesn't grip well, so make sure you push in the opposite direction to keep yourself straight.

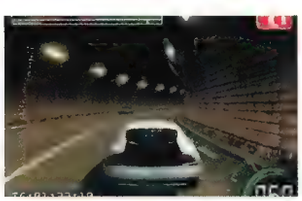
Accelerate hard into the tunnel and overtake where it tells you. Don't worry about the second time you have to overtake, as the car heading towards you will be blown up and go over you.

Outside the tunnel, decelerate to take the corner past the explosion, then accelerate hard to reach the overtaking point. Squeeze through and head right through the explosion so you can drive on through the fence. As soon as you break through, decelerate and gently turn left to get through the opposite fence.

Get to the road and go hard right past the explosion and into the tunnel. Keep central, and squeeze through the oncoming traffic. Drift left out of the tunnel, then right past the truck. Try to keep as straight as possible so you can jump neatly over the bridge. Brake to land safely and drift to the centre to squeeze through the two trucks. Pass them and follow the road down for a little bit.

Squeeze the first fall on the right, then take another tighter left through a second gap. Go into the tunnel on the right to avoid the truck and overtake the car that's ahead on the left, but keep tight to avoid the oncoming car. Follow the road round, keeping to the middle to pass through the cars ahead and carry on like that into the tunnel to squeeze through the trucks. Hit the action box with L1 to finish.

SWERVE IS NOT INCLUDED: Remember to hit that tiny yellow semi-circle.



TUNNEL DERISION: Nice light effects in the tunnels. Not much traffic, either.

AREA GUARD ACTION: As long as you get a tyre in here, you'll claim the points.

CROSS TOWN TRAFFIC: Try to work out the speed of the 'extra' cars.

SCENE 3: POLICE CHASE

Take a hard left out of the carpark and swerve to overtake the car on the left, then back away to pass the car on the right. Keep far left and the oncoming car will pass you. Head on straight into the gap and then through a smashable fence up ahead.

Once through that, angle left past the car, and slow slightly to swerve through the poles.

Overtake the car to the right with a big swerve and use your turn momentum to get back to the left. Take a hard right then a left past the building. Swerve to overtake the car on the right and immediately swerve past the car on the left. Take a hard right into the jump over the fountain, braking to land correctly. A fairly tight u-turn lies up ahead.

Accelerate and circle round the fountain, through the tables, then hard right through more. Head down the steps and decelerate for the bottom turns. Accelerate for the final jump, but brake in mid-air for the landing.

RAMP AS CHRISTMAS: If the tyre clips an edge, you die. Slow down, and you die.

SCENE 4: MOVING TARGET

Take a hard left down the stairs and along the pier into the boxes. U-turn your way through the tables at the end so you're set up to head straight off the stairs and accelerate straight on.

Dodge the car to the left then swerve right to pass between the other car and the wall. Keep left to avoid the car up ahead and take a hard left round the corner.

Overtake the car on the left and swerve right to squeeze through the gap. Keep accelerating and get behind the van. Swerve left through the gap, then right again, keeping up with it. There's another wide swerve left, but keep tight to the right wall to make the small jump up ahead. Keep accelerating through the gap to get the speed to make the trailer jump.

Carry on off the smaller jump and through another trailer jump.

Smash through the café and go hard right round, swerving left to avoid the car, then right. Take the next right wide and keep following the van, taking a hard left off the road down onto the one below. Follow it round into the car park.

When you switch to remote control mode, go slow and follow the arrows. Hit the van.

CHEVRON ATKINSON: Watch the kerb... watch the kerb! It could actually *flip* you.

SCENE 5: STOP THE STEALTH JET

Head right, through the café and left off the ledge. There's a hard left and a hard right, then overtake the car on the left. Keep close so you can go hard right more easily.

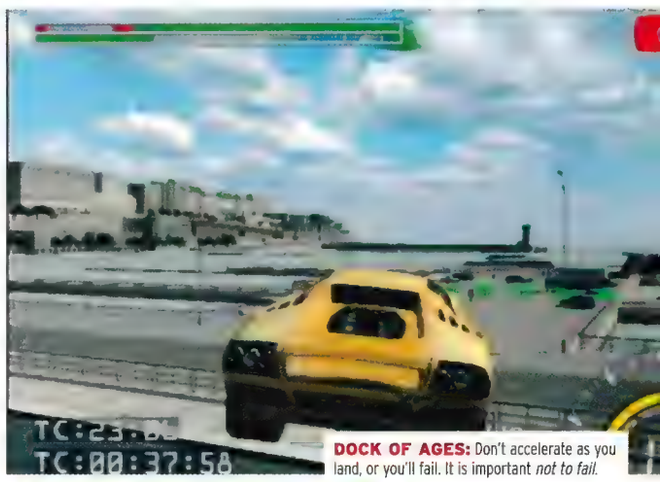
Accelerate hard so you can quickly swerve right under the truck and through the café.

Take another left to dodge the oncoming truck, then a gentle right. Accelerate hard under the truck and hit the jump straight and fast to pass the diving board.

Carry on left onto the jetty. Keep to the left and u- turn so you only graze the trigger box, or you'll slide into the water.

Accelerate out then take a right through the gap in the cars and accelerate hard to jump the harbour. Hit the ramp straight, lessening the acceleration just before you jump, and brake in mid-air to control the landing.

Land and continue up the steps, then go hard left. Overtake the car ahead, swerve right under the boats and back left to get through the gap. Accelerate to the far wall, through the café and left up the stairs. Line up with the ramp at the end. Go through a second explosion and hit L1 at the ramp. You'll jump into the jet.



DOCK OF AGES: Don't accelerate as you land, or you'll fail. It is important *not to fail.*

OVER TO YOU...

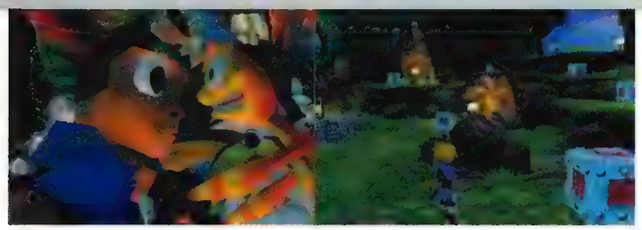
Joel has reverted into a gibbering teenager-like thing through repeated playing of *Stuntman*. However, you might find it a little more approachable. If, indeed, that is the case, we'd like to see your most impressive stunts – send your vids into the usual address

PLATINUM TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

JAK & DAXTER

The ultimate guide to the most enthralling platformer to grace PS2 so far.



FIRST UP – UNLIMITED HEALTH

To complete PS2's finest platformer you might need a little extra help. Sure, you've got Daxter, but there's only so much a gobby rodent can do. To access Unlimited Health pause the game and enter this code: ↑, ←(↓), ↓, →, ⊗, ⓐ. Once this has been entered correctly your health gauge will drop, but you'll never end up as roadkill.

1) GEYSER ROCK

4 POWER CELLS

Find The Cell On The Path
From the warp portal go straight along the path.

Open The Precursor Door
Fill your Eco Meter using the Blue Eco Vent, then walk to the door.

Climb Up The Cliff
Follow the path past the Precursor Door pond.

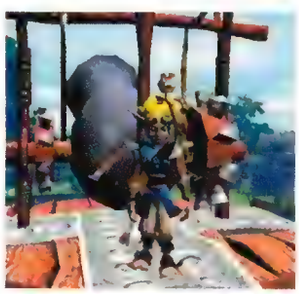
Free Seven Scout Flies

2) SANDOVER VILLAGE

6 POWER CELLS

Collect 90 Orbs and talk to the Mayor
Collect 90 Orbs and talk to the Uncle

Herd The Yakows Into Their Pen
Kick, punch, or chase the five Yakows to guide them into the coral next to the Farmer's house.
Collect 120 Orbs and talk to the Oracle
Collect 120 Orbs and talk to the Oracle again
Free Seven Scout Flies



3) SENTINEL BEACH

8 POWER CELLS

Unblock The Eco Harvesters
Break the rocks that block the Green Eco Vents. The Cell come's out of the last Vent.

Push The Flut Flut Egg Off The Cliff
Move the egg off the cliff by punching or hitting it, then talk to the Birdwatcher.

Get The Power Cell From The Pelican
Climb the pelican's rock formation and hit it. Then before the pelican can scoop it up again pick it up where it lands.

Chase The Seagulls
The seagulls are in the left of the three Sentinel Stairways. Run at them and they'll move to the middle stairway where, if you run at them again, they'll go to the right stairway. Chase them again and they'll scarper up to the waterfall and cause a rock slide. The Cell will fall onto a step near the Green Eco Harvesters.

Launch Up To The Cannon Tower
This requires the 'Find The Blue Vent Switch' event in the Forbidden Jungle area. Use the uncapped Blue Eco Vent to power the Blue Eco Launchers and reach the cannon. The Cell will be dropped by the Ape Lurker who was controlling the cannon.

Explore The Beach
You'll find the Power Cell in an alcove near the strongboxes.

Climb The Sentinel
This Cell can be found at the top of the middle Sentinel Stairway.
Free Seven Scout Flies

4) FORBIDDEN JUNGLE

8 POWER CELLS

Connect The Eco Beams
Break the Eco Beam redirection mirror, which you'll find on top of the machine behind the Precursor Temple. Then position the towers throughout the level using the guides arrows to connect the beam. Then talk to the Mayor to get the Cell.

Get To The Top Of The Temple
Use the Blue Eco Vent across the river from the Precursor Temple to repair the Blue Eco bridge and open the Precursor Door at the base of the Temple. Use the Blue Eco pieces and vents that you picked up in the Temple to power the Blue Eco platforms and the Blue Eco Launchers to reach the top of the Temple. The Power Cell is sitting at the very top.

Find The Blue Vent Switch
At the top of the Temple, hit the switch in the middle of the roof to lower the platform. This leads you to a room with two locked Blue Eco doors, a capped Blue Eco Vent and a ledge leading to a tunnel; this is the Temple Central Room. Follow the tunnel to the Blue Eco Switch and grab the Power Cell at the top.

Defeat The Dark Eco Plant
While the Dark Eco Plant's head is down, stay out of the circle that's on the floor. Dodge the plant, kill the Hedgehog Lurkers that come at you and when the Plant raises its head and sprouts the stair-step leaves, quickly climb up and smack its head. Repeat until it dies.

Catch 200 Pounds Of Fish
Controlling the net that Jak is holding off the bridge over the river, you need to catch 200 pounds of fish by catching the one-pound fish and five-pound fish. You'll lose if you catch one eel or miss 20 pounds of fish.

Follow The Canyon To The Sea
From the Blue Eco Launcher below the Precursor Temple, follow the river through the stone tunnel out to the ocean. The Cell is sitting on a small platform in the shallows.

Open The Locked Temple Door
There are two ways. Either before you break the mirror on the Blue Eco machine, step into the beam. It acts as a Blue Eco Vent, so run to the door at the back of the Precursor Temple. Or grab the three pieces of Blue Eco near the Blue Eco Launcher below the Precursor Temple. Use the Blue Eco Launcher to jump and guide Jak onto the ledge by the Blue Eco Door. The Cell is right inside the door in a small chamber.
Free Seven Scout Flies

5) MISTY ISLAND
8 POWER CELLS

Catch The Sculptor's Muse
Return it to the Sculptor in Sandover Village.

Climb The Lurker Ship
On top of the deckhouse on the Lurker Ship.

Stop The Cannon
Next to the Lurker Cannon after the second Ape Lurker is killed.

Return To The Dark Eco Pool
On the bridge above the Dark Eco pool.

Destroy The Balloon Lurkers
After all of the Balloon Lurkers are killed, the cut-scene shows the Cell appearing in the hold of the Lurker Ship.

Use Zoomer To Reach the Power Cell
Near the Zoomer stunt bridge.

Use Blue Eco To Reach the Power Cell
On a pillar across from the Blue Eco platform.

Free Seven Scout Flies

6) FIRE CANYON
2 POWER CELLS

Reach The End Of The Canyon
Get the Zoomer to the end of the Fire Canyon. The Power Cell is on the trans-pad at the end.

Free Seven Scout Flies

7) ROCK VILLAGE
6 POWER CELLS

Bring 90 Orbs To The Gambler
Bring 90 Orbs To The Geologist
Bring 90 Orbs To The Warrior
Bring 120 Orbs To The Oracle
Bring 120 Orbs To The Oracle
Free Seven Scout Flies

8) LOST PRECURSOR CITY
8 POWER CELLS

Raise The Chamber
In the City Chamber room at the bottom of the first slide, use the Blue Eco to charge all six spheres to open the door to the Chamber. Hit the switch in the Chamber to raise it and the Cell will be on top of the Chamber.

Follow The Coloured Pipes
In the second large room, there're three glass cylinders connected to coloured pipes. Hit the switch for the red pipe then climb the stairway of retracting platforms to the open end of the pipe.

Reach The Bottom Of The City
At the bottom of the second slide is the Bottom of the City. The Cell is over a switch.

Cross The Dangerous Pool
This room's across a hallway from the spinning Lurker room near the centre of the complex, at the top of the first slide. Hit the switch and cross the timed platform stairway to the Power Cell.

Match The Platform Colours
This room is across a hallway from the spinning Lurker room near the centre of the complex. Light up all of the metal platforms. Once a platform is lit, jumping on it again will turn it off.

Climb The Slide Tube
The platform where the 'Reach The Bottom Of The City' Cell was makes Dark Eco fill the vertical tube in that area. Use the Blue Eco vents to activate the Blue Eco Launchers and run up the spiral platform that lines the tube. Riding the third Launcher will get you to a small room with a Cell.

Reach The Centre Of The Complex
This Power Cell is next to the second large room

Free Seven Scout Flies

9) BOGGY SWAMP
8 POWER CELLS

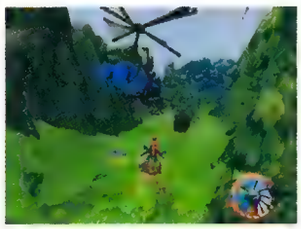
Ride The Flut Flut
It's on a wooden platform near the Flut Flut pad. Use the Flut Flut to leap the platforms to get it.

Protect Farthy's Snacks
Using the first-person view, shoot some Yellow Eco bursts at the Rat Lurkers as they approach the snacks so that Boggy Billy's hog, Farthy, can return unharmed. Don't, at any point, let a Rat Lurker reach over and steal a snack.

Defeat The Lurker Ambush
Past the Yellow Eco Vent after the Obstacle Course is a Blue Eco Launcher blocked by a large rock next to four Dark Eco boxes that are blocking a piece of Blue Eco. Shoot the rock and the Dark Eco boxes with a Yellow Eco Blast. Use the Blue Eco to power the Launcher, which will then send Jak to the Ambush Area. Fight off the Rat Lurkers to get the Cell which appears on the Blue Eco Launcher.

Break The Tethers To The Zeppelin
In the clearing after the second retracting spike fence. Shoot the rock holding the tether with a Yellow Eco burst. The Cell's inside the rock. Do the same to the tether at the end of the obstacle course, in the area by the fourth pair of Blue Eco Launchers and finally in the second tar field by Boggy Billy's hut to get three more Cells.

Free Seven Scout Flies



10) MOUNTAIN PASS

Destroy Klaw
Grab the Blue Eco to activate the bridge then dodge the boulders until you can grab the Yellow Eco and fire at fat boy. Run back to the rock and repeat this process. You'll nail him after three attack waves.

Beat the Lurkers
Aim for all the Blue Eco power-ups you can find and stick to the safest route to the end of the mountain pass.

Hidden Power Cell
That rock we mentioned in the intro is located half-way down the mountain pass. It can only be opened once you've unblocked the Yellow Eco vent on Snowy Mountain. Come back and blast it later.

Free Seven Scout Flies.

11) VOLCANIC CRATER

Pay The Miners
The first four Power Cells can be obtained by bringing 90 orbs at a time to the miners. You'll pick them up as you progress through the adjacent levels.

Visit The Oracle
Two Power Cells can be picked up by paying another 180 orbs to the Oracle on the level.

Hidden Power Cell
Tricky one this. Find a Yellow Eco vent near the entrance/exit of the Spider Cave. Once fully charged leg it back towards the Volcanic Crater and switch on Jak's goggles as soon as you near the mine cart track. See that box up on the ledge? Quickly zap it and another Power Cell is yours.

Free Seven Scout Flies

12) SPIDER CAVE

Shoot Gnawing Lurkers
Find the different Yellow Eco vents in the first cave and zap the caterpillar-type creatures. They take about three hits before they die.

Climb The Precursor Platforms
See all those wooden platforms the Gnawing Lurkers were trying to undermine? Keep heading up and you'll locate another Power Cell near the top.

Destroy The Dark Eco Crystals
There are four of these in all. The first is near the top of the cave where the Gnawing Lurkers are. Bump into it to set it off. Now head down the Crystal Path that leads off this area towards the Precursor Robot. You'll see a crystal to the right of the first pool of Dark Eco you encounter.

Head back to the main cave and then head to the Dark Eco pool with the floating platforms. Power up with Yellow Eco and shoot the crystal on the ledge from a distance. Now jump over to the bay on the right and roll jump into the clear water. Swim down for the third crystal. The final crystal is along the Dark Path. When you ignite the fourth light crystal head left instead of right to find another clear water pool.

Explore The Dark Cave
As mentioned above, light each of the crystals and make you way to the end of this section for a Power Cell.

Climb The Giant Robot
Take the exit that leads off the first cave where the Gnawing Lurkers are and go find the Drill Lurkers. Work your way to the top of the robot.

Jump The Poles
To the left of the Robot Cave is a drop that goes down to a Blue Eco launcher. Charge up and leap from pole to pole until you reach the top platform.

Clear The Spider Tunnel
Below the entrance to the Robot Cave is a tunnel full of spiders. As with the rock in the Mountain Pass, this is a whole lot easier once the Yellow Eco vent in Snowy Mountain has been unblocked and you can zap the critters.

Free Seven Scout Flies

13) SNOWY MOUNTAIN

Activate Yellow Eco Vent
Head straight across the level until you reach the fort. Behind some trees on the left-hand side is an entrance that leads under the ice. Head down here and you'll find the Yellow Eco vent.

Stop The Glacier Lurkers
There are three of these dotted about the level. The only way you can get past their shields is to charge yourself up with Red Eco. Kill all three for a Power Cell.

Deactivate Precursor Blockers
These glowing columns can also be found all over the level. Double jump over their fields to turn them off. There are 12 in total.

Open The Frozen Box
Cut straight across the snowball run section and you'll find a Yellow Eco vent at the bottom of a twisty snow road – it'll only be active if you found the first Power Cell on this level. Charge yourself up and shoot it out of the ice.

Open The Lurker Fort
Use the Flit Flit to jump onto the timer button and use the platforms to reach the trigger to the fort's gate.

Get Through The Lurker Fort
Climb the observation tower near the entrance and use it to reach the walkways that lead around all the walls of the fort.

Survive The Lurker Cave
Charge yourself up with Red Eco and wade in. Once you've cleared the lower levels, recharge and work your way up the platforms. It takes about three attempts to clear them all.

Free Seven Scout Flies

14) LAVA TUBE

Ride the A-Zoomer successfully to the end of the Lava Tube
Note: You can actually navigate some of the lava flows that pour out of the side of the tunnel.

Free Seven Scout Flies

15) GOL AND MAIA'S CITADEL

Free The Blue Sage
The only tricky bit is making sure you jump ahead of the flames once you're on the conveyor belt.

Free The Red Sage
Make sure you jump as far as you can on to the coloured bridges that collapse, and head for the series of rotating pie-shaped platforms. There's a huge ambush of Lurkers waiting and you've got to take out their generators, so don't be drawn into firing Yellow Eco from a distance.

Free The Yellow Sage
The only snag with this one is making sure that you land on the launchers that are nearest to the next lump of Blue Eco to keep them charged.

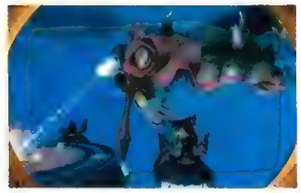
Free The Green Sage
Some platforms rise in the main hall now that allow you to reach a higher platform where the Green Sage is being held.

Free Seven Scout Flies

FINAL BOSS

Use Blue Eco to activate the platform then shoot the Precursor Robot's laser using Yellow Eco and Jak's goggles. The 'bot will now throw a bomb-like weapon. Grab the Blue Eco and hit the launcher to jump and avoid it when it detonates.

The next attack is a wave of enemies that can be dealt with by firing plenty of Yellow Eco. Now comes the fireballs – dodge their blast radius then immediately retaliate with Yellow Eco. While the 'bot's reeling grab the White Eco to finish the battle.



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A FRANTIC BURST OF FUTURE PS2

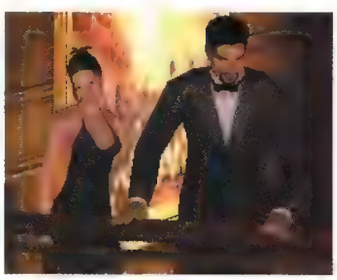
プレビュー

EXPECTED UK NOVEMBER

JAMES BOND 007 IN... NIGHTFIRE

GUARD TARGET: The AI of the troopers is a lot sharper, although they still don't run for assistance.

Forget sfx budgets. When you get Bond, there's no knowing what's going to get torched next.

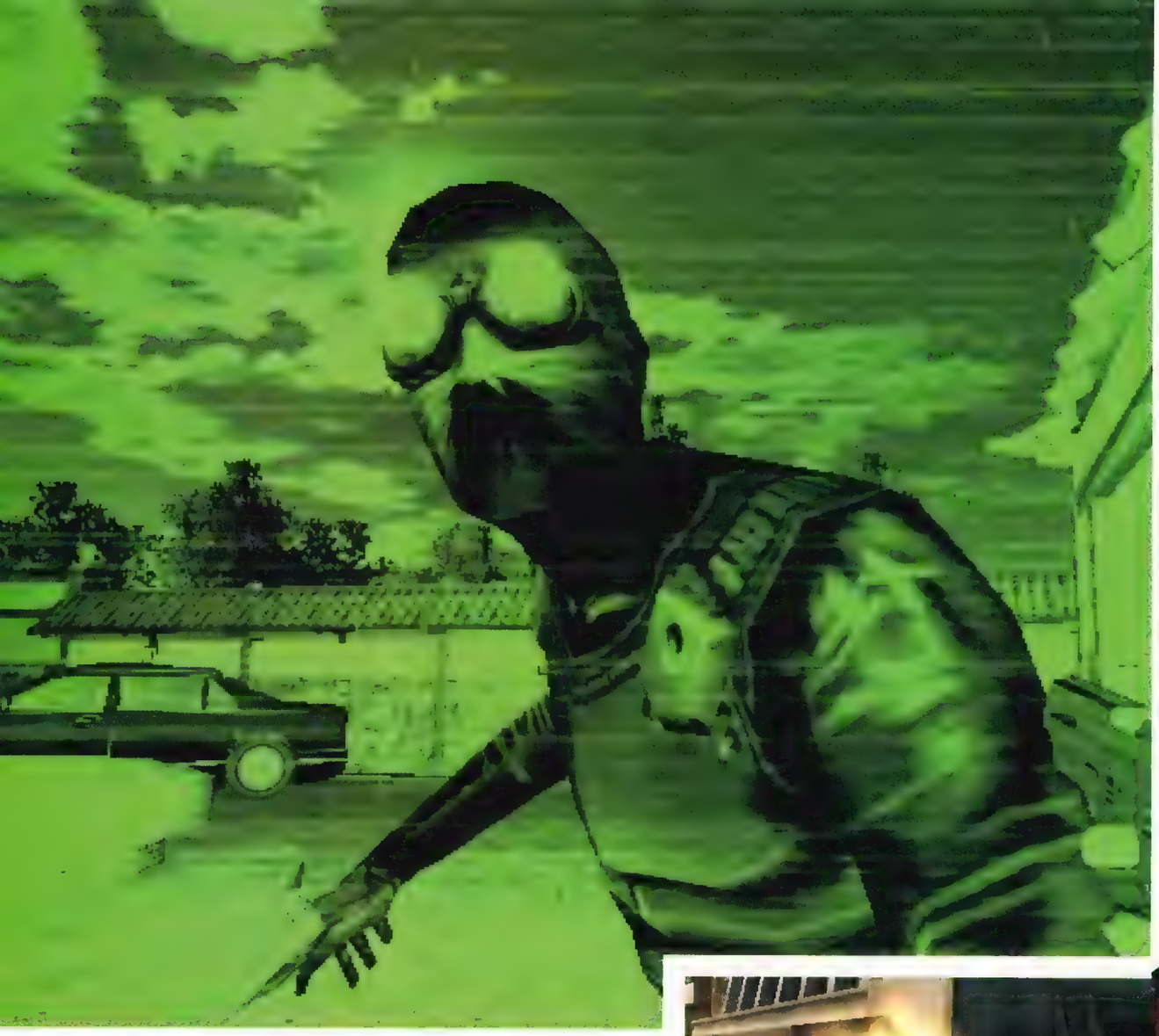


CHILLY RECEPTION: One of the missions we played saw us infiltrating a party at a castle.

Tux? Yep. Rolex? Yep. Convertible Aston Martin Vanquish? Oh yes. Martinis, leggy babes, Walther PPK... ? As far as check lists go, Bond's has got to be one of the easiest to follow. The challenge is what can you do, other than add a new super villain, to keep that special secret agent flavour mouth-wateringly fresh.

The Idea: It's Bond in the style of *Agent Under Fire*, so you should know exactly what to expect. FPS stealth shootouts, vehicle sections thanks to the *Need for Speed* engine, and lots and lots of Monty Norman stings whenever you do anything that's particularly clever. But, listen, there's more...

Best Features: For a start there's upgradable Q-gadgets that do greater damage the more the lab boys tinker with them. The stun watch, for instance, only affects one enemy in its prototype form. Slap in a couple of mods and watch the sparks fly. Then there's that Aston Martin conversion we talked about – picture something similar to the sub Lotus from The Spy Who Loved Me navigating an aquatic



VIEW TO A KILL: The two-player death match *and* fly-by-wire missile launcher all in one beautiful shot.

LIGHT THE POWER: Shell cases, interactive shadows... Every screen is full of loveliness.

STINGIN' DETAIL: Characters are more detailed, especially when it come to Mr Brosnan.

tunnel filled with robot mines. More importantly though, there's the inclusion of Pierce Brosnan's likeness. Now we realise that there's little to distinguish the current 'real' Bond from the skin job that took centre stage in *AUF*, but the licensed inclusion of Mr Brosnan's visog actually affects the gameplay this time round. You see, as well as the traditional FPS perspective, you now get a third-person point-of-view for *MGS2* moments when you have to sneak past guards or shimmy along ledges. Hey, if you're going to fork out for the face, you might as well get to see it. All this, and we've yet to see anything of the zero gravity laser battles in the super villain's space station – we kid you not.

Bottom Line: We had to be kicked out of the demo room when we recently had a chance to go hands-on with this little beauty at EA's Chertsey HQ. It's everything we'd want from a Bond licence but we can't help feel the third-person stuff is slightly intrusive to the whole being-the-man-of-the-moment thing.

ANTICIPATION ★★★★★

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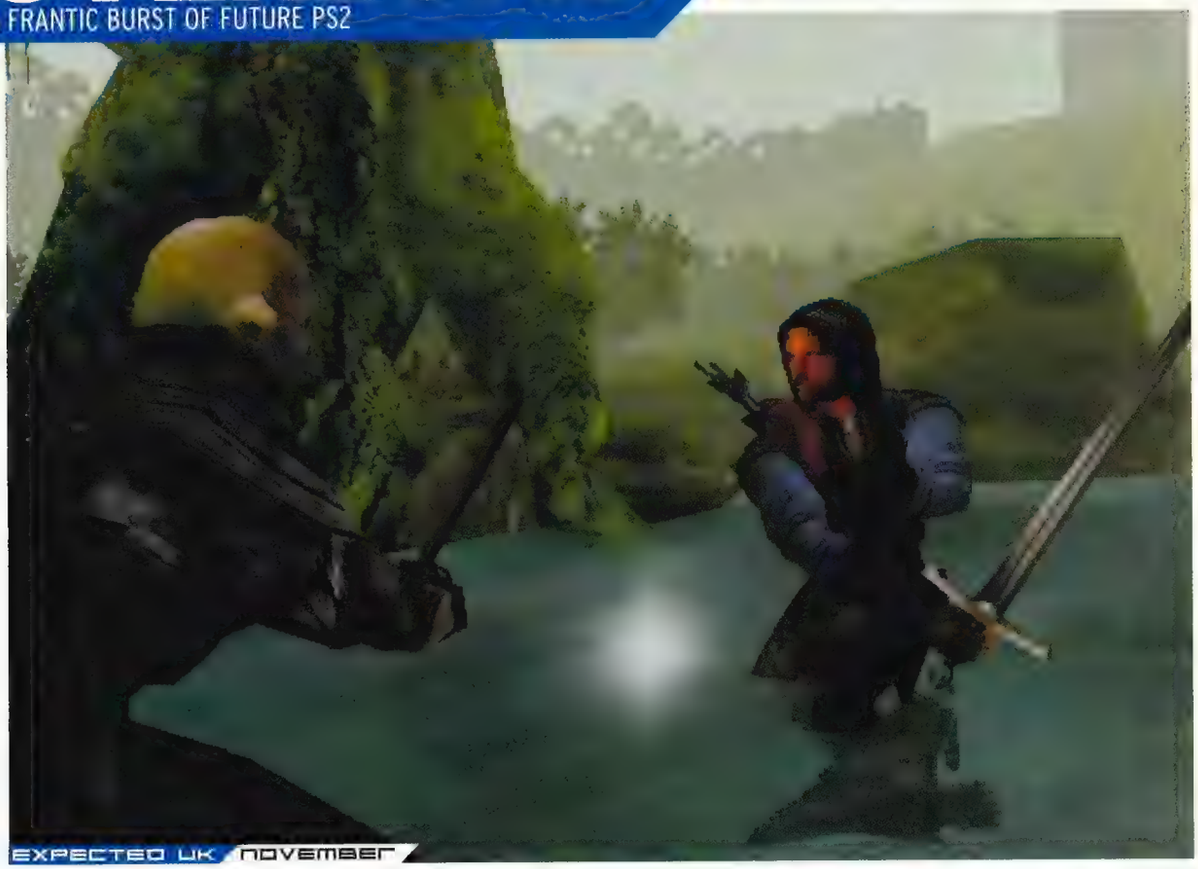
A FRANTIC BURST OF FUTURE PS2



EXPECTED UK NOVEMBER

THE LORD OF THE RINGS: THE TWO TOWERS

You know you've got a striking movie licence on your hands when you see a clip from the film merge seamlessly into in-game CG. And when we say seamlessly, we're talking about a total blur between where the footage finishesd and the cutscene begins. There's no doubting looks-wise this one's tidier than Bill Tidy's garden – but is there anything beyond some sharp cosmetics?

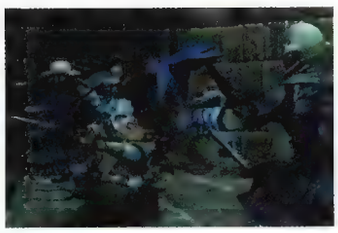
The Idea: Take on the mantle of one of the three main fighters from the film/book (that'll be Aragorn, Legolas or Gimli), and then battle across 16 levels populated by orcs, cave trolls and dark wizards.

Best Features: We went to EA, we stayed, we played, and we came away with the distinct impression that there's still work to do on the game before preview. Chief among our concerns is the ranged bow attacks and how they interact with the camera – attempting to shoot anything off screen is effectively impossible at the moment. That said, there's more than enough stuff to still lift this above the hordes of fantasy hackers like *Gauntlet*. You've got destructible scenery, the ability to play as any of the three central characters – plus there's one unlockable extra that'll more than likely be Gandalf – and a clever upgrade system that allows you to buy special moves with points that are awarded on how well you fight.

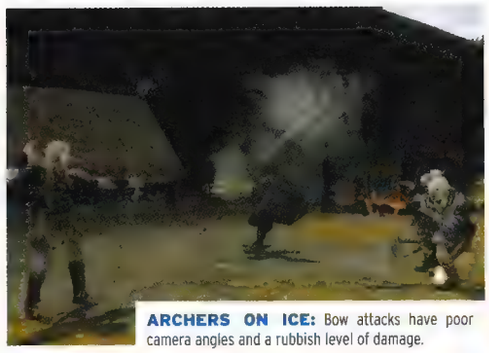
Lob in the voice talents of all the major players from the films, plus a plethora of DVD extras, including concept art and interviews, and you really are looking at a chunk of the movies dragged straight into the realms of interaction.

Bottom Line: Sixteen missions, five boss battles and loads of scenes ripped straight from the film. So why does that still leave us feeling slightly nervous that this is going to be just another repetitive slash-em-up? Stick with PSM2 for future updates...

ANTICIPATION ★★★★



FIGHT DWARF: Gimli's two-handed attacks are great for clearing space in crowded environments.



ARCHERS ON ICE: Bow attacks have poor camera angles and a rubbish level of damage.

TRUNKING OFF: Fangorn Forest has vague shapes sprinting through the foliage to add tension.

FORTRESS RELIEF: Beyond the burning gates is a village full of Saruman's orcs.

2003

ASYLUM

The Idea: You play one of four gameshow contestants locked in a reportedly haunted asylum for 24 hours. Go the distance, perform all the tasks set by the studio and you're in with a chance of winning a life-altering $10 million prize. The only problem is the spook reports turn out to be horrifically true.

Best Features: It's got a smart twist in plot structure that initially sees you performing puerile gameshow tasks before everything flips into a hellish FPS blast, and the Wolfborough nuthouse begins to spew undead. There's also something called a 'rag doll' model effect for enemies that's supposed to add something new to the predictable mix of legging it about and bagging zombies.

Bottom Line: *Silent Hill* from a first-person perspective? We'll have some of that.

ANTICIPATION ★★★

DECEMBER

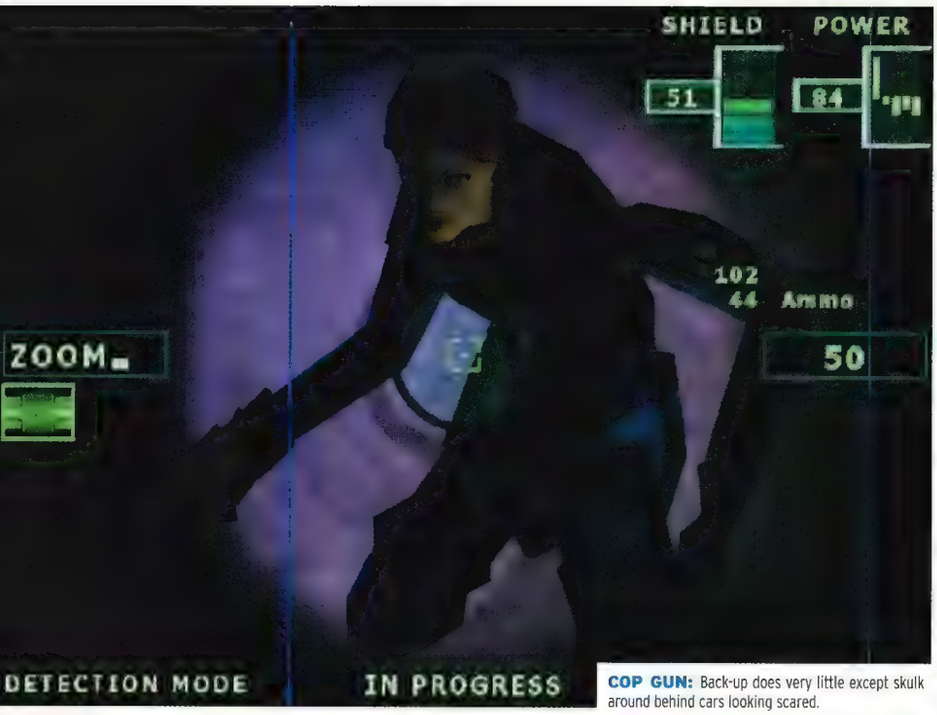
LARGO WINCH

The Idea: Largo is a Yugoslavian orphan who has been adopted by the world's wealthiest man who then dies leaving him to sort out a corporation full of backhand deals, industrial espionage and some general skulduggery. But, unlike his father, Largo prefers the hands-on approach to management.

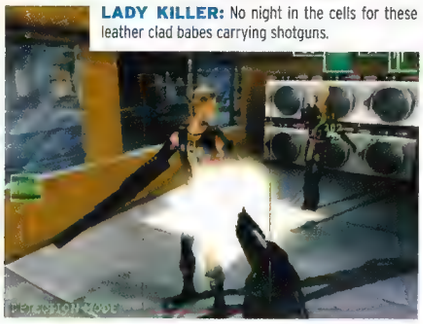
Best Features: It's predominately a point-and-click adventure in the style of *Broken Sword*, but with – get this – an icon driven turn-based combat system. Hmmm... sounds fun. Some moments of sharpness have popped through, though, especially with the sound effects that appear on-screen in true comic book style.

Bottom Line: Largo may be one of the largest and most popular French graphic novels in recent years but, in a country where precious few have heard of him or his creator Jean Van Hamme, he could quite possibly fall foul of a game structure that's definitely seen better days.

ANTICIPATION ★



COP GUN: Back-up does very little except skulk around behind cars looking scared.



LADY KILLER: No night in the cells for these leather clad babes carrying shotguns.

HAND SHANDY: You're never sure if you can trust the local crims, even once they've surrendered.

ROBOCOP

Just as we went to press, we got the chance to go hands-on with the *'Cop*. We've been plodding round the motor city, offing bad boys and refusing to call for back-up. Hell, why should we? We're bulletproof.

The Idea: Cop gets killed, cop gets resurrected by mad scientist. Cop mourns loss of his favourite organ by shooting anyone and everyone.

Best Features: Well, it may not be the fastest blaster out there, but it has got some decent level design, foundation rocking explosions and a thermal imaging mode that looks like The Predator's. Bolt on a nice 'n' shiny grenade launcher and an arrest mode that punishes for killing perps with their hands in the air and this could well bring home the bacon for a beleaguered Virgin.

Bottom Line: FPS titles, by their very nature, benefit form being slick. Which is about as far from the clunky man-tank of the title as you can get. Also, there's no invert on/off toggle for the controls as yet – something that's sent at least half the team mental.

ANTICIPATION ★★★

HEAT FAZE: Robocop's world of blueness lets you see heat signatures even in a black-out.

EXPECTED UK
OCTOBER

LEGAIA 2: DUEL SAGE

The Idea: Take one mop-haired teen called Lang, add an evil magician called Avalon, knacker hero's village and shake script writers until they learn the error of their ways.

Best Features: To be fair, for another sub-*Final Fantasy* this is actually OK. It has the crafted looks of *Dark Cloud*, the mandatory overly complex battle system and a pile of minigames – like fishing and roulette – to distract you from the endless battles. Other than that, there's little here to distinguish it from the hoards of faceless menu wankers about to clog your machine.

Bottom Line: Until the arrival of *Xenosaga* or *Dark Chronicle*, this is one that just might be able to fill that *FF10* shaped hole in your life.

ANTICIPATION ★★

EXPECTED UK
NOVEMBER

HARRY POTTER AND THE CHAMBER OF SECRETS

The Idea: Hey kids, wanna look like Harry? Wanna do magic like Harry? Then buy this as soon as the second film's in a cinema near you. Buy, you hear us? Buy, BUY!

Best Features: A sprinkling of stealth action now as the franchise grows up and comes to PS2. Harry skulks about the shops of Diagon Alley and distracts Wizards with noisy spells. You get to chuck gnomes about in one of the minigames, and you have the chance to navigate a much more stable, colourful-looking Quiddich match.

Bottom Line: We're waiting for Harry to hit his teens, start smoking and hanging out with Voldemort. Maybe then we'll be up for playing as him.

ANTICIPATION ★

EXPECTED UK
TBC

SEGA SPORT TENNIS

The Idea: It's tennis from AM2, the team that made the Dreamcast multiplayer experience worth the investment. Only now they're here on PS2 and looking like they're going to give *Smash Court Tennis* a run for its money.

Best Features: A full stable of 16 international players – that's double what *SCT* had to offer – three game modes, plus all the addictive minigames that possibly chewed into your life the first time round.

Bottom Line: Well, Sony have missed the Wimbledon slot for 2002 and they've only just got *SCT* out, so we reckon you'll only be seeing this on import until summer 2003...

ANTICIPATION ★★★

EXPECTED UK
2003

X-MEN WOLVERINE'S REVENGE

The Idea: You play the coolest X-Man of them all on a hunt to uncover your top-secret past and the motives of the Dept H scientists who welded you together.

Best Features: This was one of a handful of shining lights at a recent Activision press event, thanks to a combat system that had Wolverine stabbing enemies in the head, a perspective that allowed him to 'smell' other people's footprints and screens loaded with cool body armour.

Bottom Line: The only thing that didn't feel too sharp was the way protracted finishing moves were tagged onto the boss battles. But at least it's part of an ongoing depth of play that will feature on all levels.

ANTICIPATION ★★★★

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK NOVEMBER

SUMMONER 2

HOLY SHIT: High priest Krobelus starts out trying to destroy Maia, but becomes an ally when entangled in the prophecy that surrounds her.

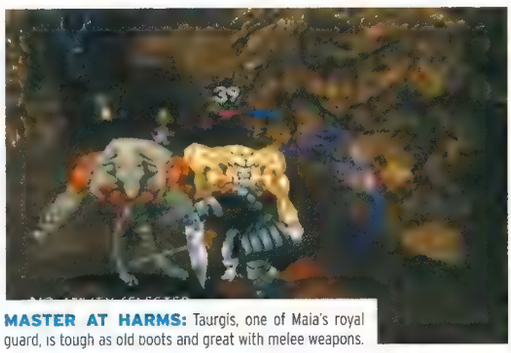
It may have been a year-and-a-half ago that we reviewed the original *Summoner* but, as far as the game's universe is concerned, 20 years have been swept under the carpet. Which is probably why the clunky combat system's been overhauled, the horrendous pop-up's been ironed out and Joseph's grown out his hair and had a sex change... You what?

The Idea: OK, *we lied about that last bit*. Joseph isn't the main man any more – for this instalment you're HRH Maia, the Queen of Halassar.

Best Features: The great thing about Volition, is that they're willing to listen to criticism and act upon it. So as well as ditching the tedious chain mechanic that shackled attacks, they've also given Maia the ability to transform into any one of 12 elemental characters from the off. Get into a situation that's too much for you or your two fellow party members, and all you have to do is fire up the Blood Juggernaut for some heavy-gauge stomping. In addition to that, there's 30 massive levels to hack your way through and, for once, the storyline doesn't kick off with anyone's village getting torched. Which, as far as PSM2 is concerned, is reason to celebrate.

Bottom Line: Nothing to grumble about here, unless the idea of being a queen rather than some up-and-coming gutter snipe is something you can't get your head round.

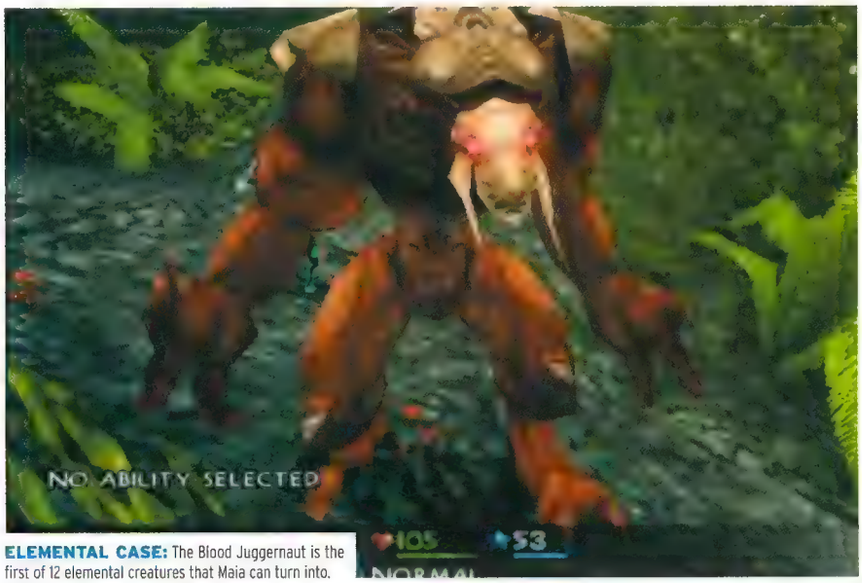
ANTICIPATION ★★★



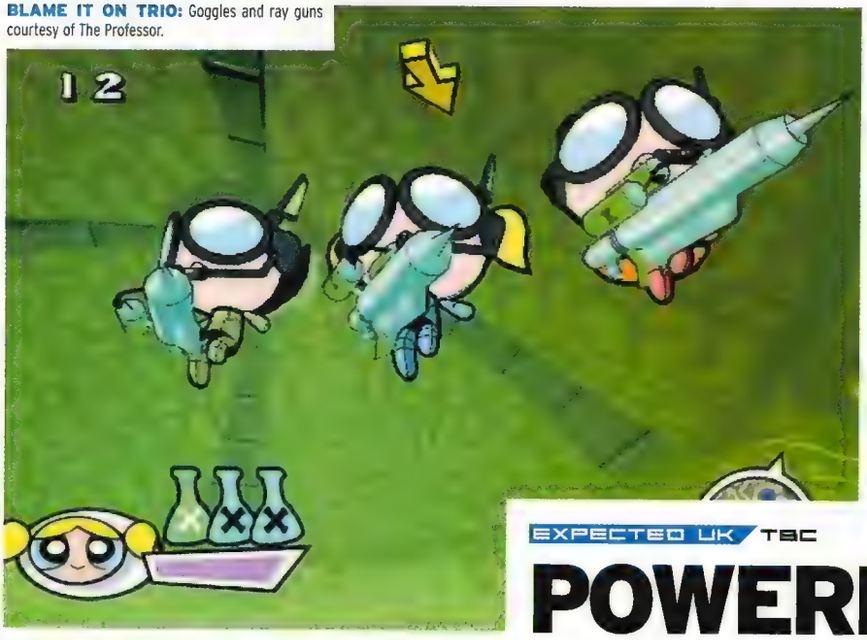
MASTER AT HARMS: Taurgis, one of Maia's royal guard, is tough as old boots and great with melee weapons.

GROUP-A-SCOOP: To rescue this poor sod you need to split your team into three.

TWISTED SISTER: The first team member Maia meets is the pirate Sangril and her botched nose job.



ELEMENTAL CASE: The Blood Juggernaut is the first of 12 elemental creatures that Maia can turn into.

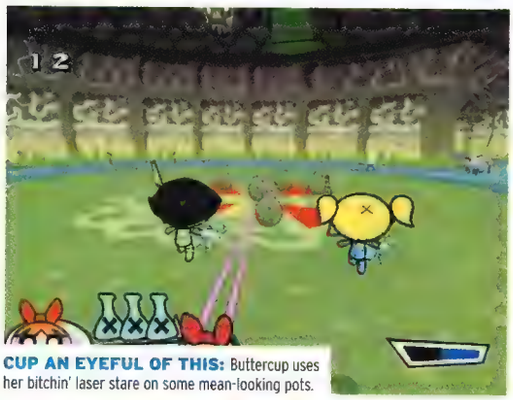


BLAME IT ON TRIO: Goggles and ray guns courtesy of The Professor.

WHAT A WASTE: This mission has your team carrying toxic containers away from residential areas.

EXPECTED UK TBC

POWERPUFF GIRLS



CUP AN EYEFUL OF THIS: Buttercup uses her bitchin' laser stare on some mean-looking pots.

Bam! keep up their passion for converting celluloid to the small screen as they cash in on the fruit pastel looks and John Woo violence of Cartoon Network's superheroine smash.

The Idea: You take on the roles of Bubbles, Buttercup and Blossom, and scoot about Townsville, while battering a wide selection of super villains from the TV series.

Best Features: Game details are still sketchy at the moment but it looks like you'll be able to switch control between the three main characters and utilise each of their special skills at certain points in the action. Also, as well as the standard kung-fu and laser eye attacks, it seems The Professor will be equipping the team with a selection of special weapons to keep the combat as ferocious as that of the cartoon. And if Mojo Jojo isn't in there somewhere, we'll eat our fan club membership cards.

Bottom Line: It'd be a crime if a game like this wasn't cel-shaded, but even with the advances in game technology, the *Powerpuff Girls* are looking a bit washed out and not a patch on the cartoon.

ANTICIPATION ★★

AIM FOR A LAUGH: Lock the girls onto enemies and a fat target appears around them.

EXPECTED UK TBC

SILENT SCOPE 3

The Idea: All the squirming fun of the sixth sequel brought crashing to your door by a shell-shocked Konami upgrade.

Best Features: After the two-player mode of the last game, what could they do next? Nothing. Things look a lot like the last game, but it's still the only reason to play the game.

Bottom Line: Despite the lack of inclusion of cloning in the plotline, this is starting to look terribly tired to our eyes. How about you?

ANTICIPATION ★

EXPECTED UK TBC

TREASURE PLANET

The Idea: What if we took all the characters from Robin Hood, Steamboat Willie and Treasure Island and transplanted them into a sci-fi setting?

Best Features: As with Atlantis before it, this is another attempt by Disney to add the concept of mystery to one of their classic films in the style of The League of Extraordinary Gentlemen. Nice idea. But we've seen precious little in the way of gameplay features other than a lot of shots of kids hoverboarding around on a rocket-powered wind surfboard – bar memories of All Aces come flooding to mind.

Bottom Line: Just remember this is going to be a movie tie-in and quality versions of this style of game can be counted on the digits of one hand.

ANTICIPATION ★

EXPECTED UK MARCH 2003

TENCHU 3

The Idea: Live the ninja dream as Rikimaru and Ayame return to the kitchen to cook up another helping of poisoned rice.

Best Features: Another game we got to play recently and one that's a mile away from the shoddy state we saw it in 2001. Graphically everything's now beautifully lush with enough new special stealth moves to keep stealth-ers hands and concussion hooked. Falling ninja specials that leave trails of glowing pictograms in the air are the ability to pick up a dead enemy's weapon and fight with it. There's also a two-player co-op mode, and an event area that will lead your characters to a number of alternative endings.

Bottom Line: The only real test to this doing well will be the arrival of Shinobi

ANTICIPATION ★★★

EXPECTED UK TBC

DAREDEVIL

The Idea: You are Daredevil Matt Murdock, aka Daredevil, out to pummel your arch nemesis Kingpin. While reducing the crime lord's wielding Electra to the same breath.

Best Features: As ever, Hyper Active has all the bells and whistles that'll make an appearance in both the cinemas and PS2 this year in the coming months. The plot revolves around a search for Daredevil's partner, Foggy Nelson, while early screen tests indicate a radar system to represent DD's heightened senses, plus the inclusion of the ever-nifty billy club and grapple hook – handy when you're one of Batman's Wingmen.

Bottom Line: While Hyper Active are trying to cut something tasty, Activision at the helm. We'll be praising the game loves up to the character.

ANTICIPATION ★★★

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37678 - Samantha Mumba ..... Lately

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37493 - Tubular Bells
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37314 - Davy Crockett
37338 - Evita
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37356 - Indiana Jones Theme
37365 - Jesus Christ Superstar
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LAST LAUGH

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2. Lose several inches in height.
3. Affect a cheeky Welsh accent.
4. Send us a photo of yourself in Dan-A-Gram™ – best one gets a prize. Alternatively, send it to one of our so-called rivals – they'll probably give you a job...

*Actual size

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B = 0 2

Baldur's Gate: Dark All.
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C.Bandicoot: W.of Cortex
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D = 0 4

Dare Devil
Dark Angel
Dark Cloud
Dark Summit
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Driven
Driver 2
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5

Ecco the Dolphin
Eden, Project
Eighteen Wheeler
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End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
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ESPN Skateboarding
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Eternal Ring
Eve of Extinction
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F = 0 6

F1 2001
F1 2002
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Fanta Vision
Fatal Frame
FIFA 2001
FIFA 2002
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Fire Blade
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freekstyle
Freestyle BMX 2
Frequency
Fur Fighters

G = 0 7

G1 Jockey
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
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Godai: Elemental Force
Gradius 3 & 4
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H = 0 8

H30 Surfing
Half Life
Harry Potter
Harvest Moon: Homeland
Headhunter
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Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
High Heat Baseball 2003
Hot Shots Golf 3

I = 0 9

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Int. Superstar Soccer 2
Int. Track & Field
Int. Winter Sports 2002
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J = 1 0

J McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2
Just Bring It

K = 1 1

Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

L = 1 2

L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Last Blade 2
Le Mans 24 Hours
Legend of Black Kat
Legends of Wrestling
Lego Racers 2
LMA Manager 2002
Lotus Challenge

M = 1 3

Madden NFL 2001
Madden NFL 2002
Major Lgue Baseball '02
Major Lgue Baseball '03
Mark of Kri
Martian Gothic
Master of Bushido
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Frontl.
Men In Black 2: Alien Esc
Metal Gear Solid 2
Midnight Club
Might & Magic
Mike Tyson Boxing
Millionaire
MLB Slugfest 2003
Mobile Suit Gun.: Z.Front
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.
Monsters Inc
Moto GP
Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly

N = 1 4

Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NBA 2K2
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Shootout 2001
NBA Street
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2002
NCAA Football 2003
NFL 2001
NFL 2002
NFL Blitz 2002
NFL Gameday 2002
NFL Primetime 2002
NFL Q'back Club 2002
NHL 2001
NHL 2002
NHL Hitz 2002
No-One Lives Forever

O = 1 5

Off Road Fury
Off Road Wide Open
Okage: Shadow King
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
Operation Winback
Orphen

P = 1 6

Pac-Man World 2
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Polaroid Pete
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

Q = 1 7

Q-Ball: Billiards Master
Quack Attack
Quake 3 Revolution
Quest for Dragon B. Staff

R = 1 8

R Carmichael's MX 2002
Racer Revenge
Raging Breath
Rayman 2
Rayman M
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Res. Evil Gun Survivor 2
Res.Evil: C. Veronica X
Return to C. Wolfenstein
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Road Rage
Robot Wars
Romance of 3 Kingdom 7
Rumble Racing
Rune: Viking Warlord

S = 1 9

S Palmer's Snowboarder
Sarge's Heroes 2
Savage Skies
Scooby Doo: 100 Frights
Seven Blades
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadow Of Zorro
Silent Hill
Silent Hill 2
Silent Scope
Silent Scope 2
Silpheed: Lost Planet
Simpsons: Road Rage
Sky Gunner
Sky Odyssey
Sky Surfer
Sled Storm
Smackdown! 3: J. Bring It
Smash Court Tennis
Smugglers Run
Smugglers Run 2
Soccer America: Int. Cup
Soldier of Fortune
Soul Reaver 2
Space Channel 5 Part 2
Spiderman 2
Spiderman The Movie
Splashdown
Sprint Cars 2002
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Fighter Ex 3
Street, NBA
Stuntman
Summoner
Sunny Garcia: Surfing
Super Bombad Racing
Super Bust A Move
Super Trucks
Supercar St. Challenge
Supercross World
Surfing H30
Swing Away Golf
Syphon Filter 3

T = 2 0

T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Test Drive
Test Drive: Wide Open
The Bouncer
The Legend of Black Kat
The Mark of Kri
The Mummy Returns
The New Nightmare
The Operative (N.O.L.F)
The Simpsons: Road Rage
The Weakest Link
The World is not Enough
Theme Park World
This is Football 2002
Throwdown: UFC
Thunderhawk: Op.
Tiger Woods Golf 2002
Time Crisis 2
Time Splitters
Tokyo Extreme Racer
Tomb Raider 4
Tomb Raider 5
Tony Hawk's 2
Tony Hawk's 3
Top Gear: Dare Devil
Top Gun: Combat Zones
Track and Field
Transworld Surf
Triple Play 2002
Triple Play Baseball
Twisted Metal Black
Type-S: Driving Emotion

U = 2 1

UEFA Champion League
Ult.F.Champ. Throwdown
Unreal Tournament

V = 2 2

Vampire Apocalypse
Vampire Night
Victorious Boxers
Virtua Fighter 4
Voyager Elite Force
V-Rally 3

W = 2 3

W Games Snowboarding
Wacky Races
Warriors of M & M
Way of the Samurai
WDL: War Jetz
Weakest Link
Wetrix 2
Who Wants 2BA Million.2
Wild Wild Racing
Winback
Winning Eleven 6
Winter Sports 2002
Wipeout Fusion
World Cup 2002
World is not Enough
World Outlaws: S.Cars'02
WW2: Prisoner of War
Worms Blast
Wrath of Cortex
WRC: World Rally Champ
WWF Smackdown 3 J.B.I.

X = 2 4

X Games: Skateboarding
X Games: Snowboarding
X-Squad
Xtreme G3

Y = 2 5

Yanya Caballista: Skater
YuGiOh! Dual Monsters 2

Z = 2 6

Zeonic Front
Zone of the Enders

0-9 = 2 7

007 Agent Under Fire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
4x4 Evolution
7 Blades

PlayStation
PlayStation 2
PC
XBOX
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